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3DO Magazine

# 3DO™ Magazine

not an official 3DO publication

May 1996 issue 10 £5.99 with Coverdisc

## Tracy Scoggins in SnowJob

*Sleazy detective work with Studio 3DO*

**Also Reviewed:**
*Defcon 5, Johnny Bazookatone and The Perfect General*

**Plus:** *M2 IronBlood previewed*

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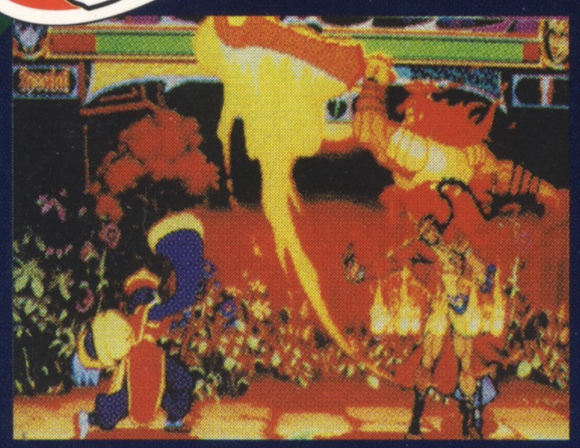

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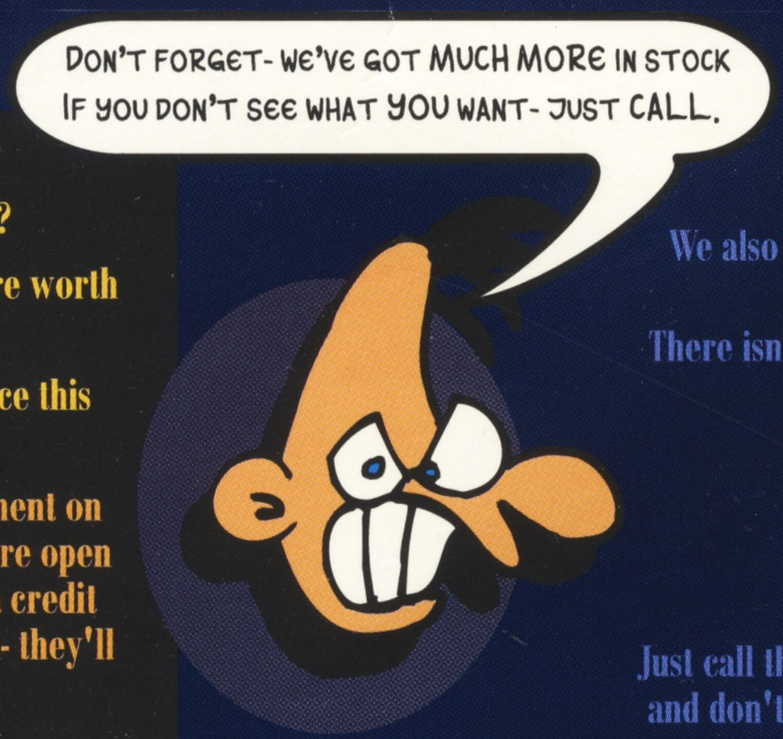


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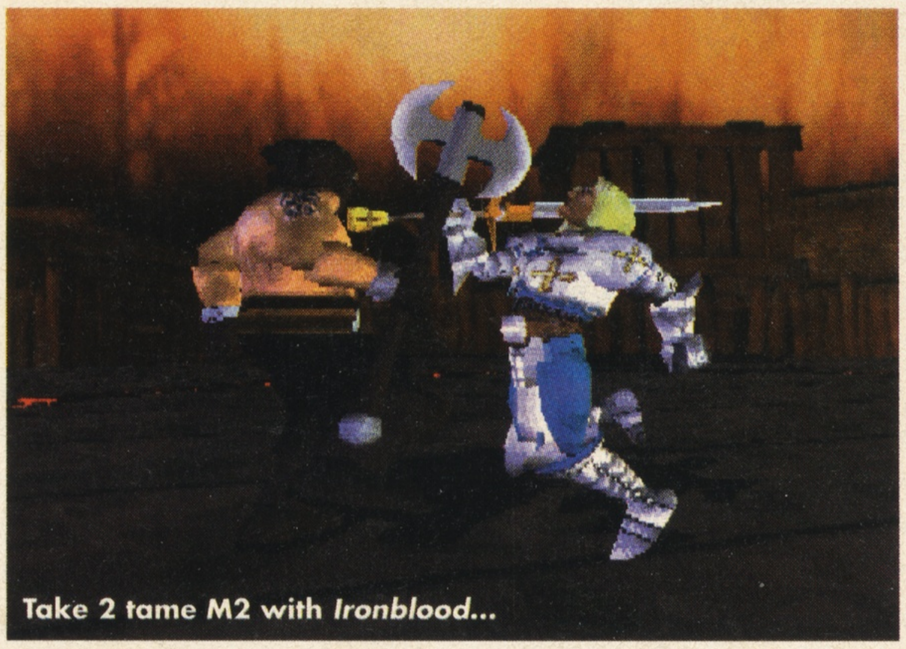
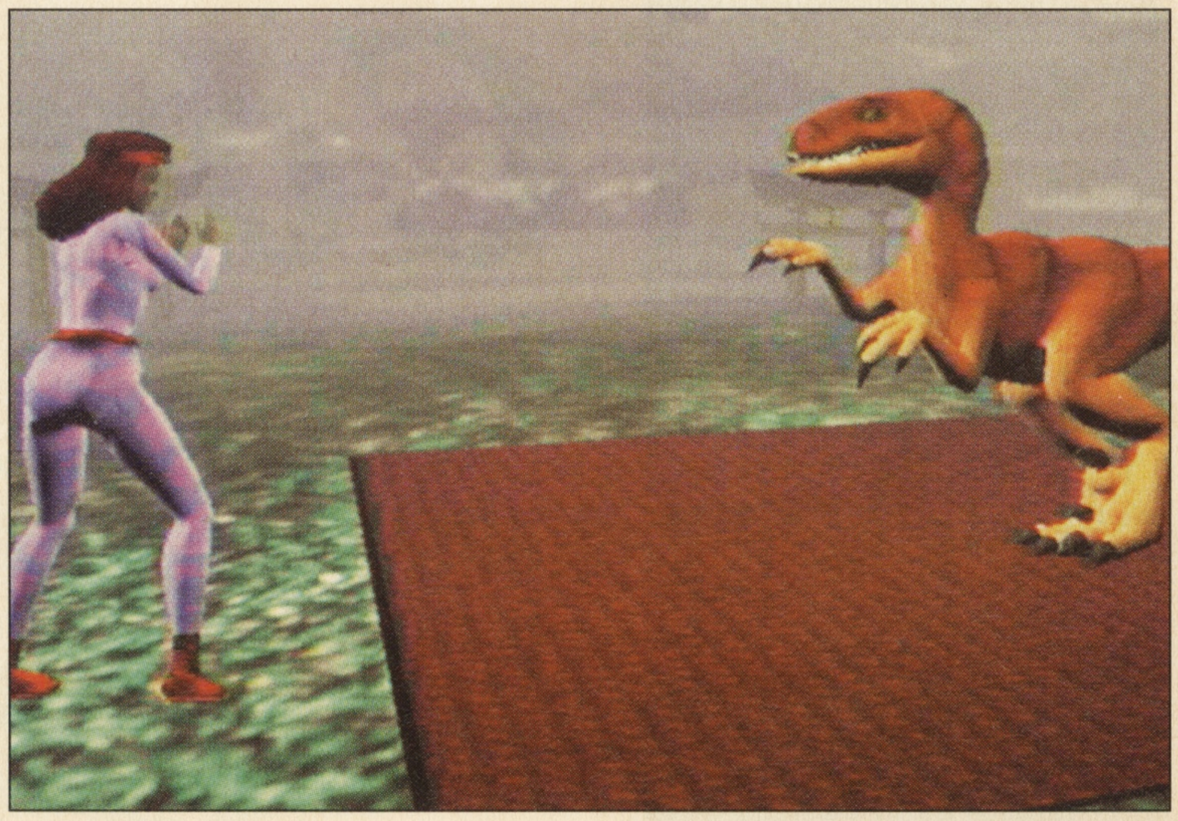


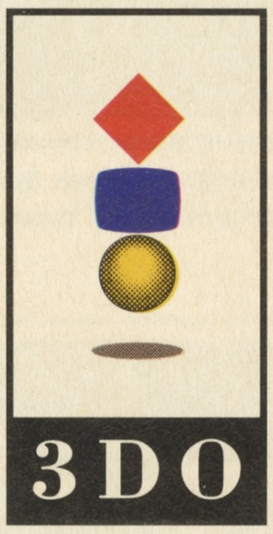
**Take 2 tame M2 with *Ironblood*...**

# 3DO To Direct PC 3D

The 3DO Company has achieved yet another hugely important licensing deal for its M2 technology. Although Matsushita now owns M2, rights for applications such as PC graphics cards were sub licensed back to M2's creators. Its these rights which have now been licensed to Cirrus Logic, one of the world's largest manufacturers of PC graphics cards.

Ever more demanding graphics applications have created a hugely competitive market for 3D graphics cards. Diamond Edge and Creative Labs cards use an nVidea chip supported with Sega Saturn conversions, while Martin Marietta, designers of Sega's coin-op hardware, have their own Real3D system on the way. Arguably the most impressive card proposed so far is NEC's PowerVR Board, which enjoys the full support of Namco and promises arcade-perfect conversions of games such as Ridge Racer 2 for late '96.






***"Games designed to take advantage of Microsoft's Direct 3D, Cirrus Logic's graphics technology and 3DO's advanced rendering engine will elevate game playing to a new dimension." Paul Neurath, President, Looking Glass.***

Cirrus Logic is a California-based company which was founded in 1984 and rapidly became a leading manufacturer of PC peripherals – net sales in '95 approached $1 billion. Their current range of graphics cards are regarded as the mass market workhouse of the PC market, commonly used as the core of PC development since they're so popular. Clearly though, the company is feeling the heat from the next generation of cards and M2 represents its own bid for 'arcade-perfect' performance.

Unlike Creative Labs' overpriced 3DOBlaster, the new Cirrus card will not be 'a console on a card.' Instead, Cirrus are licensing M2's 3D engine for integration with their own controller technology. Rather than 3DO's OS, the card will run under Microsoft's Direct3D API – a de facto interface for most of the new cards. This means it can be used for the full range of PC functions, from Internet to 3D spreadsheets, rather than just games.

One indication of Cirrus's place in the market comes from the people lining up to praise it. Eric Engstom, Microsoft's manager for the DirectX program which is revolutionising PC gaming, was first in line with congratulations. "We expect the partnership between Cirrus Logic and 3DO to provide products that will significantly boost 3D applications running Microsoft's Direct3D. The combined effort should produce the processing and acceleration capabilities required to support a new class of sophisticated Internet, games, education and business applications, giving users a quantum leap forward in their computing experience."

John Davies, director of Consumer Desktop Platform Marketing at mighty Intel, was no less enthusiastic: "The combination of 3D geometry processing by high-performance Intel microprocessors and 3D rendering by high-performance graphics accelerators, like those planned by Cirrus Logic, will make the PC the most compelling platform for next-generation 3D graphics." (A predictable statement given the M2 console uses Motorola's PowerPC CPU!)

Among games developers, Paul Neurath – president of Looking Glass, the company behind *Flight Unlimited* – commented, "Games designed to take advantage of Microsoft's Direct3D, Cirrus Logic's graphics technology and 3DO's advanced 3D rendering engine will elevate game playing to a new dimension."

Overall, the Cirrus deal serves as a powerful statement of 3DO and M2's technological leadership. Bobby Earle of Ocean noted that at 40% of finished power, a preproduction M2 had easily outpaced the PlayStation and Saturn. He expected the PC card to rival PowerVR for performance and exceed the performance of current arcade machines.

# Sega Snaps at Sony, N64 Delayed

After trailing Sony on price throughout '95, Sega has finally seized the iniative with a worldwide campaign of pricecuts – including a £50 reduction in the UK, taking the Saturn down to £249.99 for a 'trial' three week period beginning April 1st. It's a trial few people expect to end.

The Saturn was launched in the UK last July, but its £399 pricetag, a lack of quality software and PlayStation hype turned the surprise move into a marketing flop. Most consumers held on to their money until the PlayStation arrived at £299, forcing Sega to cut the Saturn's price accordingly. Now Sega are trying to turn the tables...

The first Saturn pricecuts came in Japan, where the machine actually leads the PlayStation in sales due to the enormous popularity of the *Virtua Fighter* coin-ops. A new, cream-coloured Saturn known as S1, boasting a more cost-effective internal architecture, helped Sega achieve a Y20, 000 pricepoint. It was expected America would follow suit when export S1s became available, but in fact Sega cut the price immediately. And the same has happened in Europe.

"We want to stimulate the market as a whole," claimed Andy Mee, Sega's European Marketing Director, "this price-cut will ensure that both retailers and consumers realise that we are serious about our positioning of the Saturn."

Since no one was making money on hardware at the old prices, it puts even more of a burden on software sales. Sega do have an advantage in that all of the machine's best titles are made by Sega – so they get most of the royalties. Sony, by contrast, mainly relies on third parties – often forking over considerable resources for their privilege of their support with titles such as *Mortal Kombat 3* and *Doom*. Nevertheless, the Saturn is a very costly machine to produce even with re-rengineering. The pricecuts thus represent a considerable gamble by Sega – especially if Nintendo64 and M2 were to cause enthusiasm for 32bit systems to evaporate by Xmas '96.

As it happens, Nintendo has its own problems with N64 now delayed until June release in Japan, with America to follow in September. Moreover, one of its principal arguments for the cart-only Nintendo64 was the high cost of a CD-based systems. Now Sega have matched the proposed price of the N64 exactly – and may drop the price further – the vast difference in cost between CD games and cart ones will become uncomfortably apparent.

It's a problem which has been brutally underlined by the defection of Squaresoft – RPG specialists who've sold more SNES carts than anyone but Nintendo. Previously a Nintendo-only developer, Squaresoft had grown tetchy over unfinished N64 devkits – it sent them all back – before finally deciding carts simply couldn't handle their next generation RPGs. The split may also inflict a fatal blow on Nintendo's magneto-optical add-on, the Bulky Drive, designed for save/loading games too large for cart. Squaresoft have firmly backed CD as the future and the next *Final Fantasy* game will first appear on PlayStation. Similarly, the world's largest independent software publisher – EA – has revealed it plans for just a single N64 title, *FIFA*, which will not be exclusive despite Nintendo's preferences.

Overall, anyone hoping '96 would be any less confusing than '95 is bound to be disappointed. Competition will be ferocious as companies attempt to reignite the videogames market. M2's combination of N64-beating hardware specs and a CD-based software seems ideal, but Matsushita's commitment to spend $300 million on worldwide marketing will definitely be needed.

**Sega and Sony: gloves off for a bloody price war.**

## In A Tight Spot?

If your personal gaming zone is getting squeezed for space, consider the Premier Games Centre (£25) and Gamestation (£40). Designed, respectively, for front (FZ-1) and top-loading (FZ-10) consoles they are the perfect matchmakers for mating a 3DO console with a Calibre Pro-AV monitor and a Sony CSS-B100 or Logic 3 Screenbeat 50 Stereo speaker system. They can also be used with a small TV and are suppled flat-packed, requiring self-assembly. For more info, ✆ **01487 823684.**

## *Surrounded* By Canon

Although videogame surround sound remains almost the sole preserve of Electronic Arts, *Need For Speed* and *Wing Commander III* provide a powerful illustration of how it can enhance the gaming experience. The Dolby Pro-Logic system is also increasingly supported by high class TV series such as ER, NYPD Blue and Cracker, while movies have been using the system for decades. Canon have carved an enviable reputation for their speakers in this market, boasting Wide Dispersion Sound to maximumise the effective listening area and discreet, low profile case designs. Now they've combined a complete, five-speaker surround sound set with a special slim-line amplifier for a stunning £499. Since the speakers alone would cost around £330, the amplifier is a bare bones system with no DSP effects and just two sources (such as a NICAM VCR and a 3DO system), but it allows you to turn off Pro-Logic – so you can play music through it – and overall it's a bargain. For more information, free phone ✆ **0800 616417**.

## SNIPPETS

**After the DTi and MMC investigations into the videogames industry came and went with many tabloid headlines, but little action, the European Commission has stepped into the fray. The wonderfully titled DG4C, an EC competition policy directorate, is said to be investigating the industry. DG4C's boss, Finn Lomholt, could "neither confirm nor deny" that an investigation was underway, but UK government sources confirmed the MMC report had been passed on to the EC. Quite what DG4C is up to is rather mysterious. The DTi and MMC reports are widely regarded as being superceded by events, such as the dramatic implosion of the 16bit cart market and the arrival of newcomer Sony, and by the time the EC take action we could be using 128bit MX machines with CDs replaced by networking.**

**Sega are to open the world's largest indoor theme park this August, with over £1 million worth of promotion, in dear old London. The latest Segaworld will occupy seven floors of the Trocadero and offer no less than six VR rides. The overall capacity is for 3,000 people with Sega expecting 1.75 million visitors in the first year, mostly consisting of tourists and families.**

*continued over >*

# Mind The Gap

continued >

Despite all the hype surrounding PlayStation, Saturn and PC CD-ROM, the total games market actually declined by 10.8% in 1995, as measured by value – and Gallup. The CD market enjoyed explosive growth of over 200% but nevertheless this was easily outweighed by carts falling 35% and floppy discs 29%. The market share leader was, in fact, the Mega Drive (25.6%), followed by PC CD-ROM (20.6%), SNES (17.4%), PlayStation (4.1%) and Saturn (1.6%). 3DO wasn't mentioned, but Gallup tends to under-represent the indies where the system is strongest.

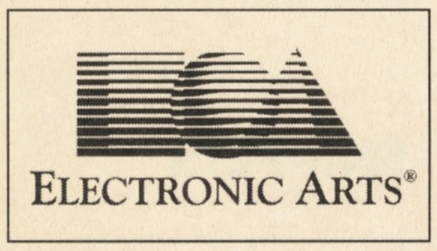
Proof of the statistics came in the consequences. Distributors Leisuresoft went into administration, while Sega Europe lost some 50 employees, with similar reductions planned for mainland Europe. Among the redunancies are key executives such as MD Alan Sharam, UK Marketing Director Noel Dardis and European Marketing and Product Director Barry Jafrato. Sega claims the UK videogames market has halved from £500 million in 1993 to £250 million in 1995, with 1993 being the last year Sega Europe saw a profit. "Other firms are going through the same process as us," claimed Sega Europe's CEO, Malcolm Miller. "They're just not as big and are perhaps keeping it rather quiet."

One of the reasons behind the losses is the savagery of next generation competition and its primary architect wasn't immune to the aftermath either. Olaf Olafsson, a 33-year-old Sony management wizard, began the price-cutting war with the $299 launch of the PlayStation. Although the system has gone on to sell 800,000 units Stateside, the Tokyo hierarchy had wanted a $350 or $400 pricepoint. After being suspended as head of Sony Interactive Entertainment four months ago, Olaffson finally left the company in January. His charismatic boss, Steve Race, has already gone and temporary replacement Martin Homlish has now been superceded by Shigeo Maruyama, an Executive Vice-President of Sony Japan. Maruyama is expected to impose tight Japanese oversight, regularly commuting between the two countries.

Electronic Arts' European MD, David Gardner, insisted EA had grown against the trend of declining software sales. However he spoke for the entire industry with a particularly vivid metaphor: "I've never bungee jumped but I guess there must come a moment as you're plunging toward the earth when you think, 'I know I should spring back up any second now but there's just a chance I might not.' Well thankfully I think the cord's just gone taut and as an industry we're about to be flung back up. We're certainly not going to go splat."

One of the factors Gardner cited in a potential recovery was M2. While uncertain it would have much impact in '96, he was fulsome in his praise for it: "We're definitely supporting it strongly and we believe M2 will be an important format in the industry."

***"We're definitely supporting M2 strongly and believe it will be an important format in the future."* David Gardner**
**European MD, Electronic Arts**




**Electronic Arts – hoping M2 will buck the decline in videogame sales monitered by Gallup.**

# Cover Disc Demo Instructions

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Due to complications over getting a *SnowJob* demo approved by BBFC, we've sadly had to drop plans for it to appear on this issue. Filling in the gap is the world's only arcade-perfect home conversion of the world's best beat-'em-up, the incomparable 3DO *Super Street Fighter II Turbo*. It's a Japanese-language demo, so the joypad instructions aren't in English, and the audio hasn't been perfectly tweaked for PAL like the finished game, but with no less than four characters to play around with – Cammy, Chun Li, Ryu and Ken – I don't think anyone should complain.

The game uses the X/PLAY button to give a full six buttons for as near perfect, arcade-style control as possible. However, to get the most out of the game you really need a six-button joypad like Panasonic's FZ-11JXP. Designed by Capcom, it feels absolutely brilliant and is amazingly cheap at just £29.95.

The complete game features no less than sixteen characters, plus the super secret Akuma, and won a full five stars in the first issue of **3DO Magazine**. In Championship Mode you travel around the world, taking on every other character (and your double), each with their own beautifully drawn location, before a final confrontation with Akuma himself. There's also a comprehensive Versus Mode where two players can go head-to-head, challenging each other with any of the game's characters, changing them whenever they want while the game keeps track of the overall score. Our demo version doesn't have a Versus Mode, however if you play in Championship Mode and the second player presses fire then he or she can join in for a one-off battle as any one of the four characters on offer. □ **ssw**

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# M2 Goes for Blood

## Ironblood from Take 2

**Want a state-of-the-art, ultra-realistic beat-'em-up to slice 'n' dice *Tekken*, *Virtua Fighter* et al? Take 2 have one planned for late '96. It's called *Ironblood*. Games designer Rick Hall goes on record both about the game and the superiority of M2's hardware.**

### A Question Of Specs

Rick Hall was recently questioned online about how M2 measured up to 3DO's claims. Below are edited highlights.

**Is the M2 really 7-10 times more powerful than the PSX? 4 times the N64?**

"Well, since the M2 hardware has only recently been available to developers for about a month, it's a little tough to make comparisons yet. Suffice it to say, all game platform manufacturers inflate their performance numbers in their advertising. 3DO does it. Sony does it. Nintendo does it. Sega does it. I'm sure there's some abstract, theoretical, bench marking algorithm that allows them to make that claim. For the sake of practical programming, say with the game *Ironblood*, my guess is that the 3DO M2 is at least 3-4 times faster than the Sony PlayStation. God only knows how it compares to the Ultra 64. Despite what Nintendo's ads say, I'm not aware of anyone having a legitimate game platform. The last I heard, their development platform consisted of an SGI Onyx system... It runs in the neighbourhood of a quarter of a million dollars. Hardly an accurate benchmark to judge the Ultra 64 on."

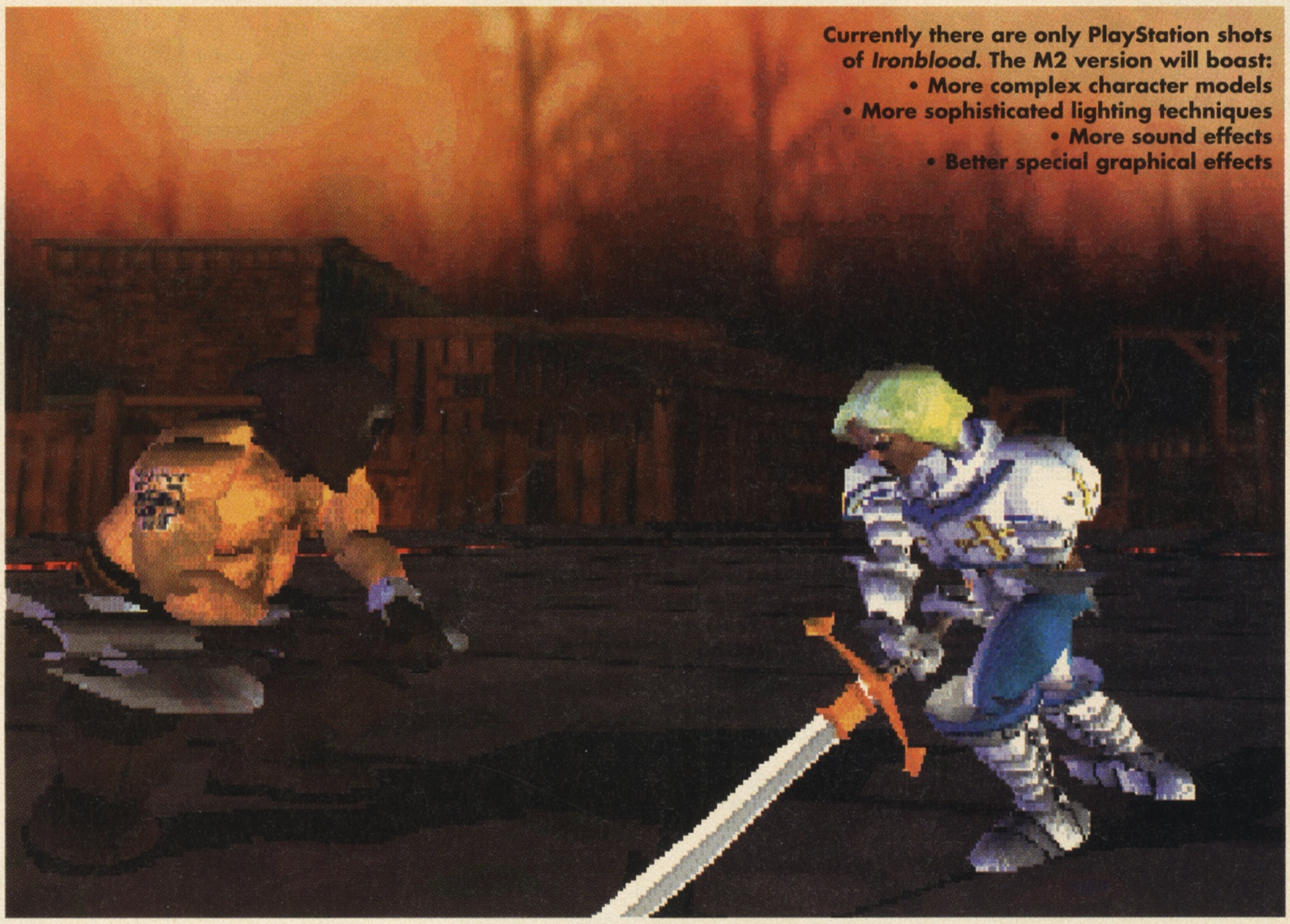
**Can the M2 really do 700,000-1,000,000 polys per second? If not about how many?**

"Again, under precisely the right conditions, I'd have to say... maybe. But theoretical limits are different than practical ones. It's completely possible that somewhere, somebody could make it perform like that. Under precisely the right conditions. That would, of course, assume no meaningless details like: collision detection, joypad polling, game AI, or other such useless programming. As a more realistic guess, leaving room for actual game programming, I'd say 350,000 to 500,000 is in the ballpark.

"Of course, if you watch the Internet message traffic, you'll see that the PlayStation only processes around 160,000 in practical applications. But before you get too jaded, take a look at some of their products. They look pretty darn good anyway. Far, far better performance than you could ever hope to achieve on a PC... even with a 3D board."

**Would the M2 really be able to do games that look as good as those 'racing' and 'dungeon' demos? If not, how close could it come? And what from the demo can't it really do? Can the machine do games like that?**

Probably. But the real question is... can the developers do them? That's an area you'll have to judge for yourself. 3DO provides the environment, but it's up to the developers to deliver a good, exciting, well programmed product. With talented people, stunning games like that are always possible. But if you don't see them, don't blame 3DO... blame us. The developers. Take my word for it: 3DO has already delivered on their end of the bargain. They have a great machine. It can do lots of neat things."



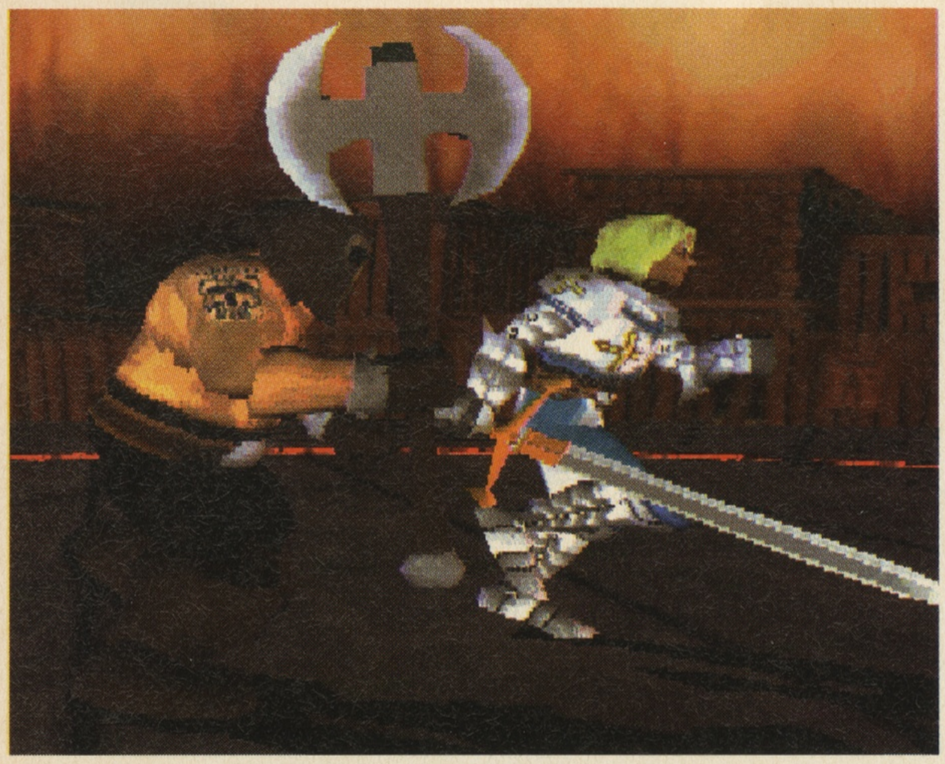
Currently there are only PlayStation shots of *Ironblood*. The M2 version will boast:
- More complex character models
- More sophisticated lighting techniques
- More sound effects
- Better special graphical effects

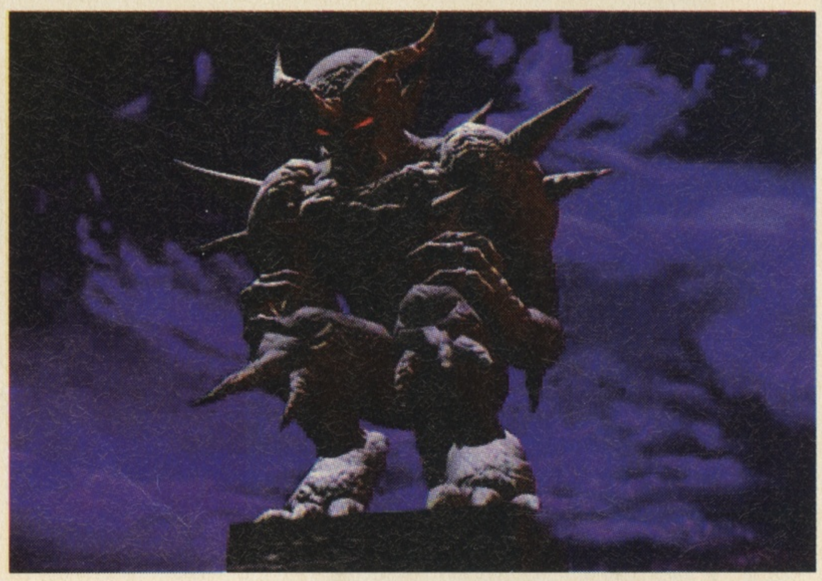
While Take 2 are best known for innovative adventures such as *Hell*, the games currently making all the headlines tend to be fast-action titles using as many of the new consoles' whizzy graphical effects as possible. And that's exactly what *Ironblood* is designed to be. "Once the decision was made to avoid adventure games, the bosses let our team decide what kind of game we wanted," remembers Hall. "We're all fighting game nuts, and it took all of ten minutes to agree that *that's* what we wanted to do."

As you'd expect, Take 2 are placing plenty of emphasis on realism – the Society for Creative Anachronism (who recreate ancient battles as a hobby) performed medieval combat moves for motion capture. Besides convincingly portrayed battle-axe swinging and broadsword beheadings, there will also be various fantasy elements, including monsters and magical weapons. The scenario has the forces of order and chaos battling it out, the winners becoming immortals. Combat modes will include a campaign mode, where opponents pick teams for a series of one-on-one fights, as well as the normal head-to-head and computer opponent options. There's to be no less than 20 characters in all, each consisting of several thousand texture-mapped polygons with on-the-fly Gouraud shading. There will be thousands of combat moves (around 50-60 per character), CD background music and 3D sound – although it's not clear whether this will use Dolby Surround or the QSound approach adopted by *SFII*.

## MAJESTIC M2

Although other versions will follow, currently there are only two formats in production: PlayStation and M2. A Saturn version was considered, but rejected because the "extreme complexity of the machine" made it difficult to develop for and "sales figures weren't what everyone was hoping for." Ultra64 got nixed because of





**Above, the M2 version will aim to blur the boundaries between pre-rendered into sequences (above and left), with in-game graphics (far left).**

Nintendo's restrictive licensing and the "unbelievable" cost of the development system.

Sony's marketing for PlayStation made that an obvious choice, while the factors for M2 were that "it's a great machine... looks like it will sell well, and we've worked with 3DO in the past, with successful results... it's wasn't really a tough decision." Both it and the PlayStation version are due out this summer, which places considerable demands on Take2's development resources. "While you can technically consider *Ironblood* M2 to be a port, we're treating the two almost like separate projects... with separate programming and art resources. As such, we can develop a few unique features for each version, taking advantage of each machine's strengths."

At this stage M2's "strengths" would appear to be overwhelming. "For one thing, with the M2's 3D processing capability, we can make characters that are far more complex than on other platforms, and still maintain a solid frame rate.

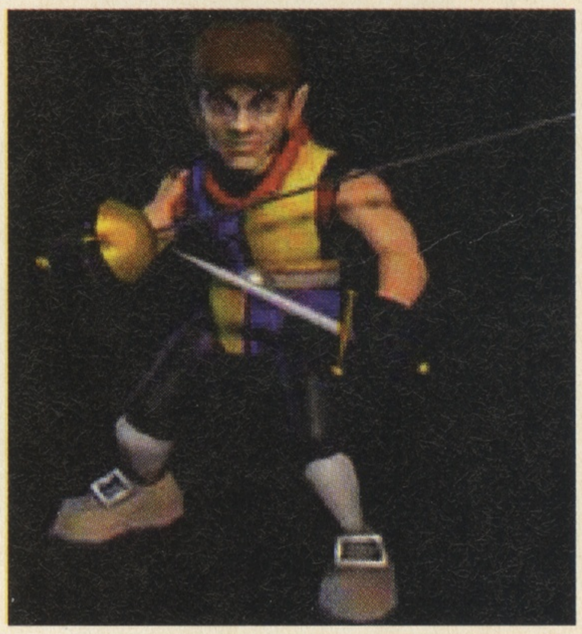
"Secondly, the M2 has lots of built in features for lighting, sound, texture mapping, shading and Z sorting that are superior to previous machines. All of this will increase performance to the point that we'll be able to concentrate more on game play, hopefully giving the consumer more entertainment for his money."

Hall also had plenty of praise for M2's development kit. Although 3DO I's devkit is now the best around, at launch it was in poor shape and got blamed for slowing down games production. M2 is supposed to use an upgrade of 3DO I's system to make things a lot better. "Our opinion is that they've succeeded very well," Hall confirms. "Their devkit is powerful, well supported, intuitive, and they've given all of their developers the ability to easily customise it when necessary."

All of which should make *Ironblood* a mouth-watering prospect. Taking on the might of Japan's arcade industry might seem ambitious, but Hall isn't daunted. "At first, most people were sceptical. But after we showed them our design, they backed off. Now that the engine is under way, we're seeing plenty of confidence out there." □ **ssw**

***•M2* Ironblood *is due out in Winter.***

**3DO Magazine**



**Left, Ignatius Max, a halfling thief whose main weapon is his speed and size. At just four feet tall, he is immune to taller enemies' high attacks. As the game's fastest fighter, watch him for stunning acrobatic assaults and a sneaky backstab. Skillful players will make use of Iggy's special Stealth Attack and Magical Blinding Spell. There's also a Ring Of Transportation which may be obtained and used.**

# SnowJob

**It's summer in New York City and the concrete jungle is boiling. A ruthless cocaine cartel is under investigation by beautiful Assistant DA, Lara Calabreze, already the word is out for a hit. Can a washed-up ex-cop really save her from a .357 retirement in Studio 3DO's sleazy *SnowJob*?**

***SnowJob***
**Publisher:** Studio 3DO
✆ TBA
**Developer:** Inhouse
**Save Game:** 6 Save slots
**Price:** £44.99
**Available:** April/May

**Jock Lamont and Lara Calabreze, right, in happier days. Subsequently, an unfortunate shooting incident killed a Hispanic couple and ended Jock's career with the NYPD.**

**Above, visit the arcade for a game of this unusual *BreakOut* clone!**

**Surf the Internet for clues – there's even an 'online' help option which provides hints on various subjects if you get stuck in this sophisticated crime adventure.**

**Newspaper crosswords not only pass the time, but also contain clues to computer passwords.**

Judging from the screenshots, *SnowJob* might seem like just another FMV adventure. In fact, the FMV is commendably brief and to the point, limited to a few key scenes and short interrogations. The main graphical flourish takes the form of digitised, fully 360° wraparound locations which you can explore by hand and eye – even zoom in for a closer look. At maximum zoom the graphics do pixellate, but for the most part the technique is a great success. Panning and zooming is amazingly fast, while moving into new locations takes minimal disc accessing. The linkage between scenes is also seamless – turn around and you can see exactly where you came from. It's difficult to envisage anything which could more realistically present real-world environments this side of 128bit super computers.

As you'd expect, interaction with the graphics is via a cursor which brightens or changes shape when a usable object is encountered. By using the Left Shift button you can Take, Use, Talk to or Look at people or objects. The genuinely photorealistic locations do pose a certain problem however, movement paths can be difficult to spot and the vast array of gizmos to manipulate is daunting.

Persist and *SnowJob* is ultimately reminiscent of ambitious 8bit graphic adventures, gluing together disparate perspectives to simulate reality. Click on the computer and you get a convincing Internet page – albeit with a cumbersome keyboard. Click on a newspaper and you're confronted with a screen full of text, complete with an option to try a crossword puzzle. There's even a game of *BreakOut* and 3D PhaserTag in the videogame arcade.

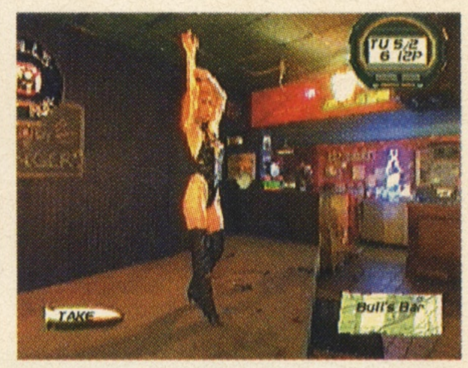
Underneath all the 32bit presentation, there's a considerable amount of information to uncover, numerous gizmos to utilise and objects to find. Doing things in the right order and the right time is vital, but that's the nature of the plot – with its seven day deadline – rather than the usual FMV limitations.

**"Click on a newspaper and you're confronted with a screen full of text, complete with a crossword puzzle. There's even a game of *BreakOut* and 3D PhaserTag in the videogame arcade."**

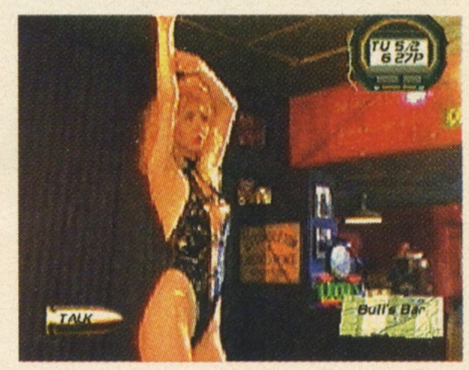
Top, playing Phaser Tag in the arcade uses a fullblown 3D engine. While gameplay is brief and simplistic, the same engine provides for some fun mazes later on.

Above left, trailing one suspect takes you on a tour of the Big Apple – including Times Square. Below, questioning one of the employees at Bull's Bar – remember it's business!

Above, a map of New York City lets you move between locations.




Note how the zoom feature lets you examine the stripjoint for vital clues...




Below, drug courier Dusty re-evaluates her career choices.

You never feel constricted by FMV in *SnowJob*, it's too well used to be annoying, the main challenge is simply making sense of the clues and, occasionally, the interface.

Aside from some clumsiness in buying and repairing objects, presentation is well thought out with six save slots to save into whenever you wish, an optional evaluation at the end of each day (informing you whether or not you've made any disasterous mistakes) and there's even an Internet hintline. Best of all you can turn off the appallingly weedy background music!

Another audio annoyance is Jock Lamont himself, his voice-over describing various objects and so forth is entirely soporific. In the flesh, though, he's an acceptable enough alter ego. Unsurprisingly, Tracy Scoggins is a far more forceful presence – while not entirely convincing as an Assistant DA, her line-readings are invariably lively. While Jock could make the end of the world sound dull, Tracy gives every phrase a little twist. Other characters rather blend into the background – Jock's invalid partner Wires is something of a sidekick cliché and other players appear only briefly.

The plot itself is agreeably convoluted with the cocaine cartel wired into big business – hence the need for hacking around the Internet. The dialogue is lightly sprinkled with profanity to underline the adult subject – the colourful indignation of a drugs courier having to travel second class is genuinely amusing – and there's a realistic sleaziness about the locations. The stripjoint wouldn't cause any comment on evening TV, there's certainly no nudity, but the scantily clad dancers and general seediness adds to the atmosphere. Again, the humour comes through well: while questioning one stripper there's an option to ask when she learnt to count – not recommended if you don't want the bartender to take a baseball bat to you!

Overall, the sex and drugs and violence is the lightest of realistic patinas on this innovative adventure. Despite the 15 rating, it's difficult to see anyone who could master the interface being offended by the content. In a way that's a shame. Philip's *Voyeur* is considerably inferior as a game, but its stylish, European sleaziness was unsettling and provocative in a way *SnowJob* never approaches. There certainly isn't any doubt Jock's name will be cleared by the end. Nevertheless, with such a paucity of adventures on 3DO *SnowJob* is certain to be a big hit with fans of the genre. More generally speaking, the originality and ambition of this intriguing adventure earn it a hearty recommendation for those with the patience to see it through. □ **SSW**

**3DO Magazine** rating: ★★★★

# Johnny Bazookatone

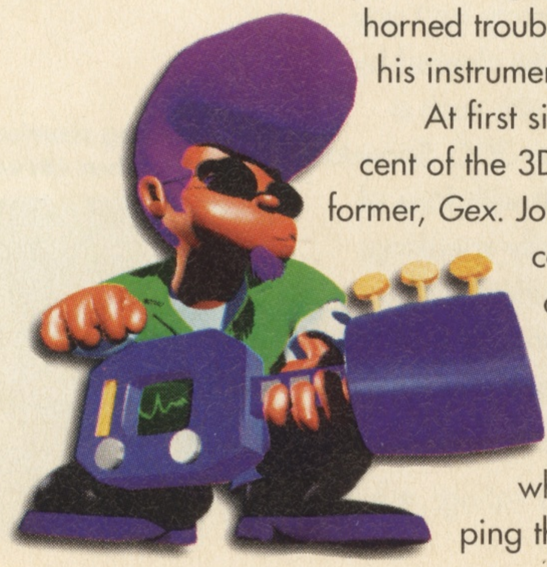
**In a genre dominated by a single, one year old lizard called *Gex*, US Gold should have found little difficulty in introducing a high quality rival for platformer starved 3DO owners. But whilst *Johnny Bazookatone* has plenty of fizz (and hype), question marks hang over gameplay.**

***Johnny Bazookatone***
**Publisher:** US Gold
✆ 0121 6061800
**Developer:** Arc Developments
**Save Game:** Password save
**Price:** £39.99
**Available:** Now

**An impressive boss demands some intense firepower to be defeated. The huge, modelled characters are genuinely unique, but tend to display repetive animation routines.**

**Snapping dogs provide end of level drama for Johnny.**

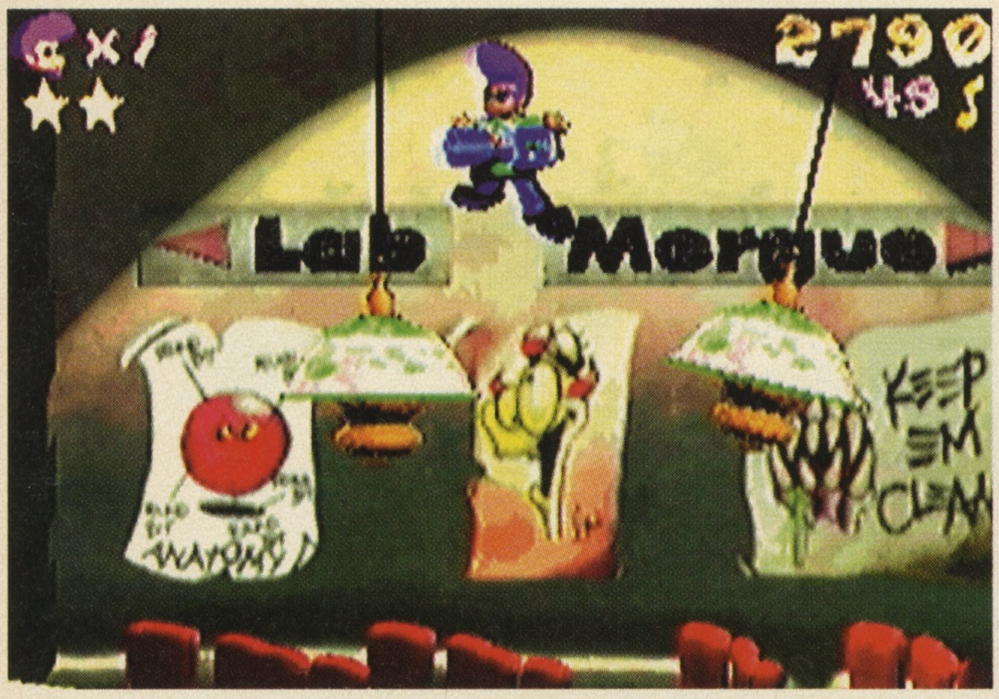
Top rock star Johnny, who's brought the whole damned world together with his uplifting pop in true Michael Jackson fashion, has lost his favourite guitar. The thief in question is none other than the Devil, bizarrely engaged on a quest to rid the world of love and peace by poaching pop stars from across the globe. Johnny bravely sets off with a replacement guitar to look for the horned trouble maker and retrieve his instrument of pleasure.



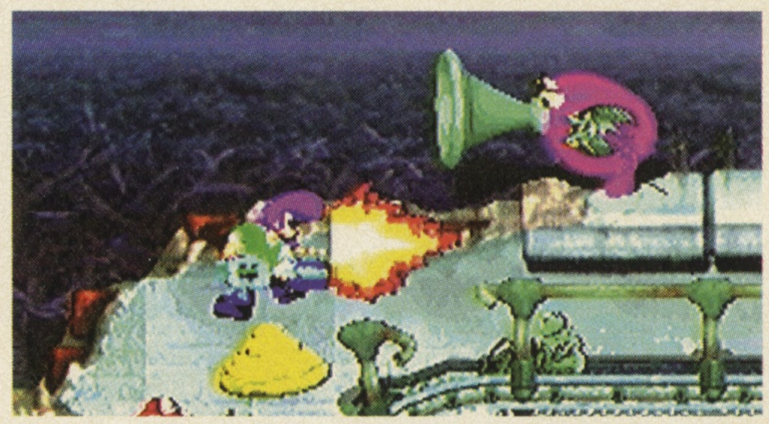
At first sight, *Johnny* is reminiscent of the 3DO's seminal 32bit platformer, *Gex*. Johnny himself is another computer-rendered creation, boasting hundreds of frames of animation for a huge range of moves which will have you flipping through the instruction manual even on the first level. The enemy sprites aren't quite as impressive, they lack *Gex*'s effortless blend of charm and menace, but are still impressive and the bigger monsters are technically stunning. Leaving aside the odd theming of hell's levels (prisons, hospitals and discos perhaps, but hotels and ballrooms?), the backgrounds are fine, more often than not packed with colourful details and nicely lighting up when Johnny's electric gun guitar releases a firebolt.

The competent visuals aren't matched by gameplay, however. Collecting notes for power-ups and health whilst jumping and bashing the baddies – *Johnny* is a distinctly familiar experience. Sadly, the feel is closer to *Zool* than *Mario* or *Sonic*, almost entirely lacking the variety and refinement which distinguishes the Japanese heavy hitters. Level design is essentially bland, with very little to actually 'do', save jump and shoot the baddies. Exceptions to the rule include a furiously fast mining car section, taken straight from *Donkey Kong Country*, some non-linear sections where you have to work out your own route through and, every few levels, a suitably impressive mega sized meanie. These could've compensated for the blandness of most levels but for one disastrous flaw...

Given that even the best platformer normally requires some pixel-perfect leaping from time to time, pixel-perfect collision detection is the first commandment of any decent platformer. It's a commandment *Johnny* breaks so often as to thoroughly deserve his visit to Old Nick's abode. The sprites just don't seem to 'fit' with the kill zone that surrounds them and you can often die without being visibly touched. One of the most vivid, and annoying examples

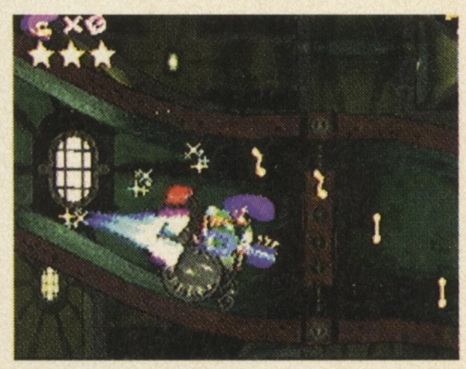


**"*Johnny* refers to every great platformer, but fails to add up to he sum of its many parts. It's certainly got flashes of eye-catching inspiration... but is easily outclassed by *Gex*..."**



**Another big, garish boss, above, to be dispatched.**

**Left and below left, more freaky enemies defending their patches.**



**The fast-scrolling mine car level provides a welcome break in the platforming action.**

of the surreal collision detection is trying to negotiate the branches of the graveyard trees. Is a branch real, or is it merely background art? Johnny doesn't even provide a satisfyingly energetic leap, laden down with his guitar gun he makes a rather sullen, low hop entirely lacking in comparison with the satisfying bounds of the superfit *Mario, Sonic* and *Gex*.

The guitar gun itself is an okay idea, but shooting non-stop in a platform game inevitably reduces the platforming content – it becomes bothersome to jump anywhere when most baddies can simply be blasted. Games like *Gex* and *Yoshi's Island* use projectile weapons as brief treats, but realised the folly of simply letting you keep weaponry permanently. And if *Johnny* wanted to be a platforming-blaster akin to *Super Turrican* or *Probotector*, it needed to provide more hardware and better armed opponents. Again, the game borrows good ideas but just implements them badly.

Ultimately, *Johnny* refers to every great platformer available, but fails to add up to the sum of its many parts. It's certainly got flashes of eye-catching inspiration, but as a pure platformer it's easily outclassed by *Gex* while *Phoenix 3* gorily outsplatters it in the blasting platforming category. Depressingly, most of the faults of *Johnny* could have been easily addressed in the play testing stage, when a few simple suggestions could have transformed playability. Despite the hype, gloss and (reasonable) hip soundtrack, *Johnny Bazookatone* is, in playability terms, painfully tone deaf and only the most hardened platform addicts will gain much joy from it. □ **mcw**

**3DO Magazine** rating: ★★

## BEHIND THE SCENES

The UK's first 32bit platformer was dreamt up over two years ago. Designed from the ground-up for the emerging superconsoles, it was obvious stunning graphics and awesome music were essential. No less than eight months were spent considering how best to present the game. Everything from hand-drawn sprites to claymation were considered, before computer rendering was eventually selected.

To handle the huge quantity of 3D modelling, developers Arc invested in a monstrous Silicon Graphics Challenge system, equipped with two CPUs, a half gig of memory and a comprehensive *Wavefront* software suite. Company director Paul Walker headed up the design effort and, with fellow artist David Purcell, neither slept much for the eighteen months it took to produce an enormous range of bizarre graphics.

The emphasis on graphics placed heavy demands on map designers Rick Corless and Patrick Toner – rather than one team taking the lead, both maps and graphics evolved hand-in-hand. Walker is obviously proud of the finished graphics: "Unlike *Gex*, which looks relatively conventional – and you have to play quite far to see anything new – our game is very different from the start, there's a real arcade look and lots of 3D effects."

One of the game's most ambitious elements is the integration of 3D rendered objects as interactive objects within a 2D game. To allow Johnny to jump, climb and shoot such objects, an invisible 2D map is overlaid on top of the SGI graphics. The complexity of such an approach placed a heavy demand on RAM so, besides spooling off background music, the CD is also used to stream in gamecode as the level progresses.

While the Saturn and PlayStation versions have slightly more 3D effects than the 3DO, their inflexible memory systems gave the 3DO an edge in sprite design. While rival platforms make do with 128x128 pixel graphics, the 3DO manages 200x200 and even 256x256 creatures.

Leigh Davies was in charge of programming the 3DO version with coding beginning over a year ago. The finished game runs at 16-30 frames per second, depending on the level, and is just one of a range of Arc 3DO games currently in development. While most remain shrouded in secrecy, a new version of *World Cup Golf* with an enhanced interface and new courses is already nearing completion. Clearly, we're going to hear a lot more about Arc in the future!

# Don't pla

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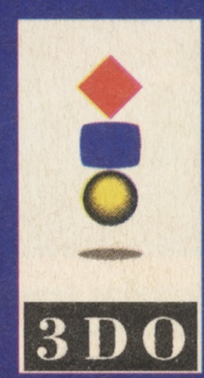


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# The Perfect

**Judging by the dour, recently released PC sequel, *The Perfect General* was once a very conventional strategy game. Unfortunately, Kirin decided what the 3DO conversion should be was a comical war game, with hysterically overacted FMV clips, SGI-rendered cartoons and cutesy soldiers. War was never supposed be like this...**

***The Perfect General***
**Publisher:** Kirin Entertainment
✆ TBA
**Developer:** In-house
**Save Game:** 3 Save slots
**Price:** £39.99
**Available:** Now

**Factories provide a lucrative source of income and, at the end of each turn, you can spend it on new units. Huge tank battalions add security, but ordering them about only emphasises the clumsiness of the control interface.**

**Don't laugh, your moniker is Alexander T. Winston and you're supposed to lead your yoghurt-pot men to conquer Canolia, Marapos and Dominia. Each territory has five scenarios which must be played through in order.**

**Fun SGI animation sequences make you wonder why in-game graphics are so appallingly banal.**

Suspension of disbelief is an important concept for a strategy game. When your battleground of mysterious valleys and treacherous mountains looks like a blotched table cloth, when your hi-tech battalions resemble squashed ants and artillery barrages suggest jam splodges accompanied by maracas – well, let's say a lively imagination is important. Most strategy games open with grimly realistic pictures of real world battlefields, setting the scene for the in-depth strategy to come, but not *The Perfect General*...

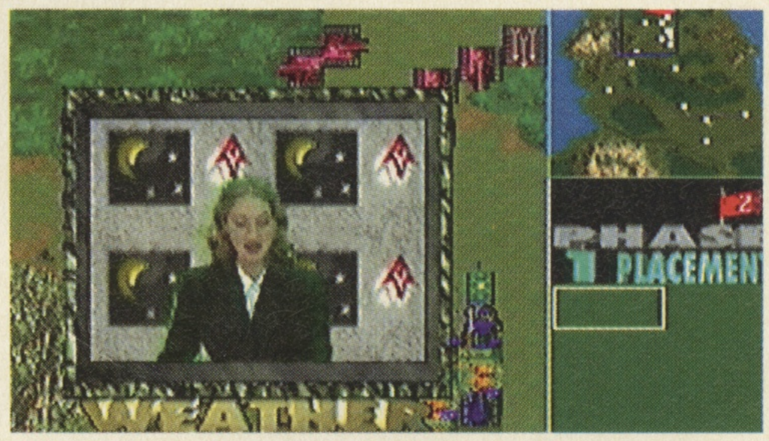
The opening FMV sequence is a bravura display of visual imagination; blue tanks zoom down highways like F1 racers on holiday. Huge pink tanks leap out to squash the opposition in true Pythonesque fashion. Lengthy loading times are accompanied by a rubbery tank gulping down fuel. Unfortunately, the FMV encoding is appallingly glitchy and, well, *The Perfect General* simply isn't about speeding tanks and wacky, cartoon combat. It would be great if it were, a Monty Python strategy game sounds irresistible, but it simply isn't. All the FMV does is highlight the crudity of ingame graphics. Flat, hieroglyphic and almost monochromatic, they make *Panzer General*'s finely detailed icons look like *Need For Speed*. Add in the gesticulations of painfully bad actors – the worst since *Crash 'N Burn* – as bizarre reward sequences and you've a game quite painful to behold.

Actual gameplay is probably designed as a relatively simple introduction to the genre. There's no attempt at *Panzer Generals* authenticity; there's a light tank, a medium tank and a heavy tank – and that's what they're called. In all there's just ten unit types, including three types of artillery, riflemen, bazooka-equipped troops and bridge-building engineers. This simplicity might seem to justify some light-hearted presentation, but the user

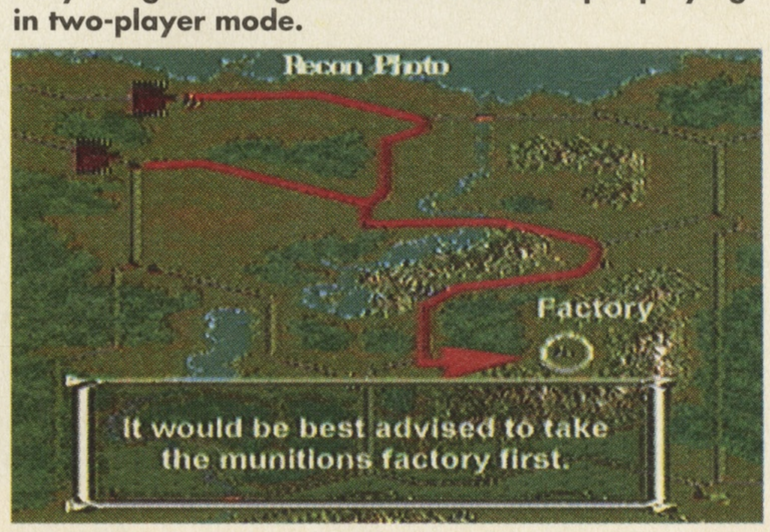
# General

**"Grim persistence makes the game easier and most scenarios are commendably brief, but still remain solidly unenjoyble... the better you get at the game, the more annoying becomes the 8bit graphics..."**

Above, choosing your extraordinarily cheap combat units ($12 for a tank? more like $1.2 million!).




Comprehensive options allow for you to choose between a full view or partial (hiding unseen units), vary the game length and set a handicap if playing in two-player mode.




interface sabotages any such intentions. In true boardgame style, turns are split into numerous phases, separating artillery plotting and firing, two types of direct fire, various types of movement and scoring. Combine this with a painfully unintuitive control system and you've got a very glum reviewer indeed. One particularly wonderful touch is how most weapons automatically suggest a target, encouraging you to quickly click for them to fire – except that artillery tends to automatically (and occasionally disastrously) target itself. The massively more sophisticated *Panzer General* is far easier to get into, demolishing the whole point of this sad effort.

Grim persistence makes the game somewhat easier and most scenarios are commendably brief – a sharp contrast to *Panzer General*'s epic challenge – but it still remains stolidly unenjoyable. The better you get at the game, the more annoying becomes the 8bit graphics, the clumsiness of the controls and the limited gameplay. Ignoring the fact its presentation destroys any sense of realism, ingame action is far too simplistic to be involving. Missions typically revolve around holding various targets, usually cities or forts, with victory points mounting for each turn you hold them. Achieving these objectives with the few unit types at your disposal is distinctly uninvolving. There just isn't that much to think about.

On the PC, games like *X-Com* and *Command & Conquer* have succeeded in presenting compulsive, graphically appealing action while still requiring serious strategic thinking. Closer to home, *Space Hulk* and even *Cannon Fodder* illustrate how games which make your brain work can also appeal to beginners, and get adrenaline pumping overtime. This sad release is 'perfect' only in its illustration of what not to do. □ **ssw**

**3DO Magazine** rating: ★★

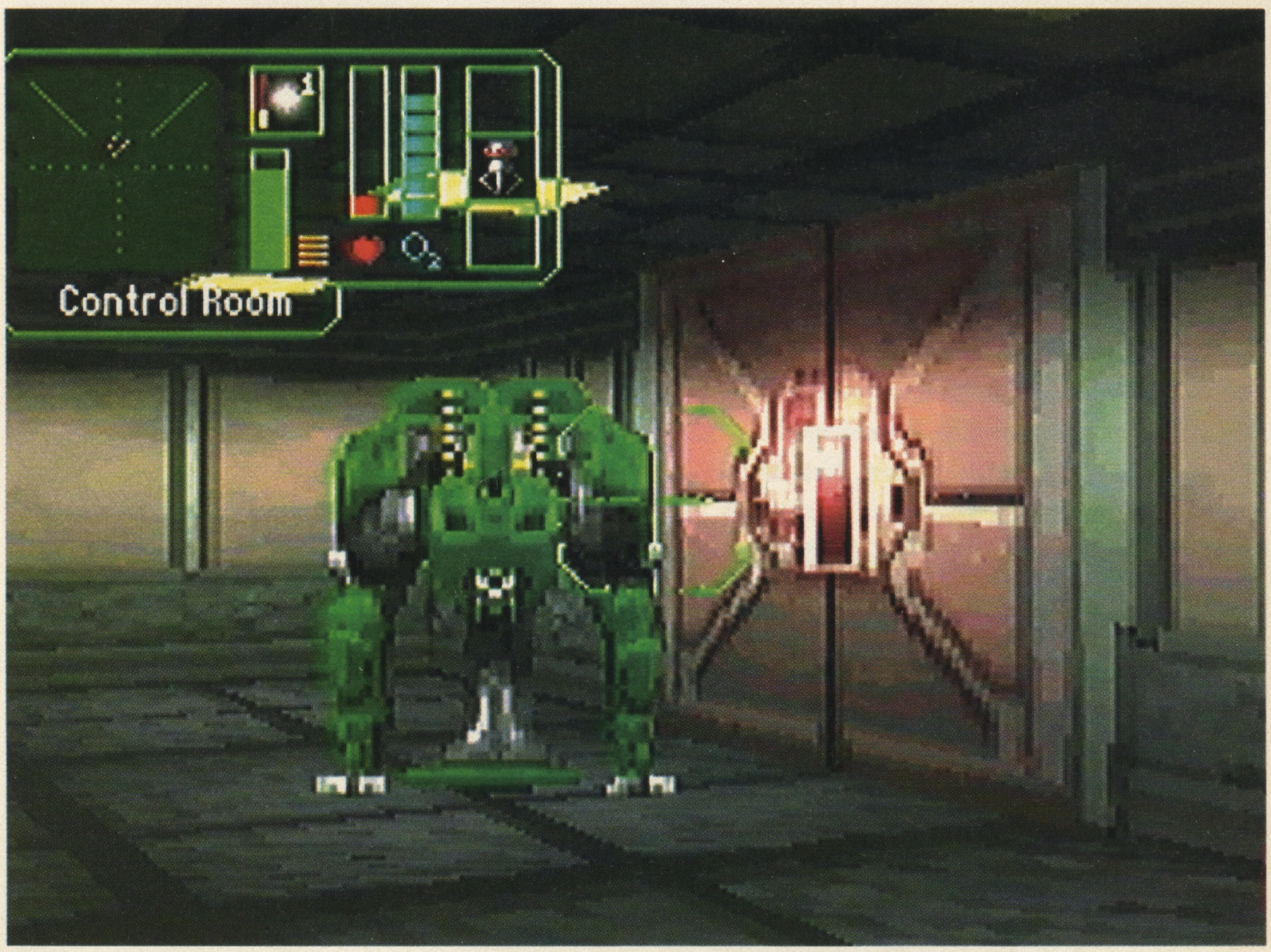
**Bonus Game:** ***Perfect General Units***
**Kirin's flair for cartoony FMV make you wonder if a horrible mistake was made in relegating this to the bonus game category. Essentially a clone of Hudsonsoft's hugely popular *Bomberman* concept, it has players scuttling about a static screen trying to blow each other up. Players start with relatively slow tanks that can drop just one mine at a time – which explodes in four directions, blowing away the soft rock which initially separates players. Power-ups make mines more powerful, speed-up movement, allow for more mines to be dropped at a time, offer temporary invisibility and even upgrade your tank. An armoured car has an automatic speed-up, while a heavy tank actually has a working gun.**

**Of course to really enjoy *Bomberman*, you need at least four players and that always held it back on other systems as multi-taps usually cost as much as the game itself. The 3DO system, by contrast, allows for up to eight joypads to be daisychained and this is probably the first game to exploit it (*FIFA* and *Virtual Stadium Baseball* wimping out with a mere six players). At first the game is quite good fun, despite the basic graphics, however its appeal soon wears thin. A lengthy list of problems include the fact unused tanks are simply left to clutter up the screen (there's no computer-controlled players), you only get a single screen to play on and not only is there no reward for winning – to play another game you actually have to reset back to the title screen. You can't help but feel it's something the programmers knocked up to amuse themselves without ever being given the time to properly finish it. Nevertheless, Kirin would have been far better advised to forget *Perfect General* and concentrate on this. As it is, we remain desperate to get our hands on Sanyo's 3DO *Bomberman* clone, *Taiketsu-Rumiz*.**

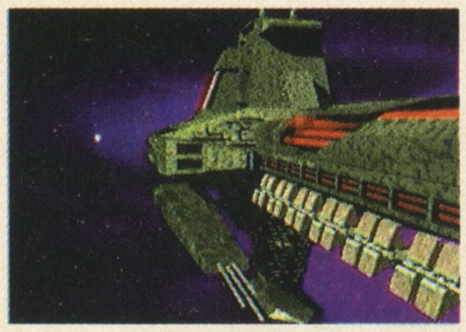
# Defcon 5

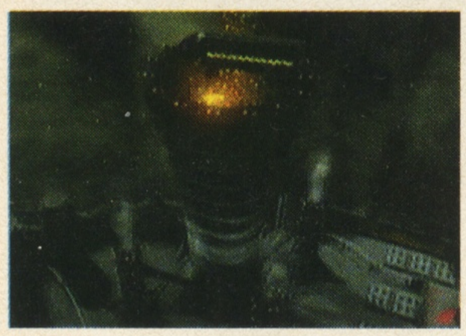
**Corporate corruption, political subterfuge and rampant paranoia: *Defcon 5* owes much to Bullfrog's legendary *Syndicate*, but Millennium's opus flings the player far away from the claustrophobic human jungle of a future planet earth, to a deserted moon a million miles away...**

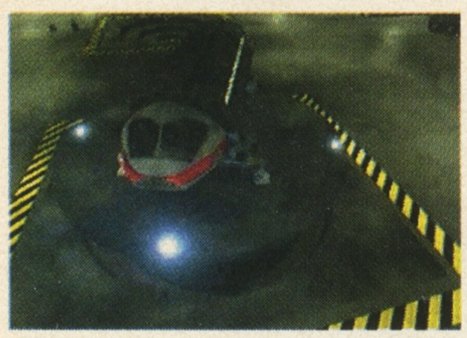
***Defcon 5***
**Publisher:** GoldStar/Gametek
✆ 01753 553445
**Developer:** Millennium
**Save Game:** 6 Save slots
**Price:** £39.99
**Available:** Now




**A Berserker has breached the control room, which is very bad news. Get over-excited with your blaster and you'll pollute the atmosphere; run away and your primary VOS interface is lost. If you've got the PAD enabling access to defence droids, now might be the time...**





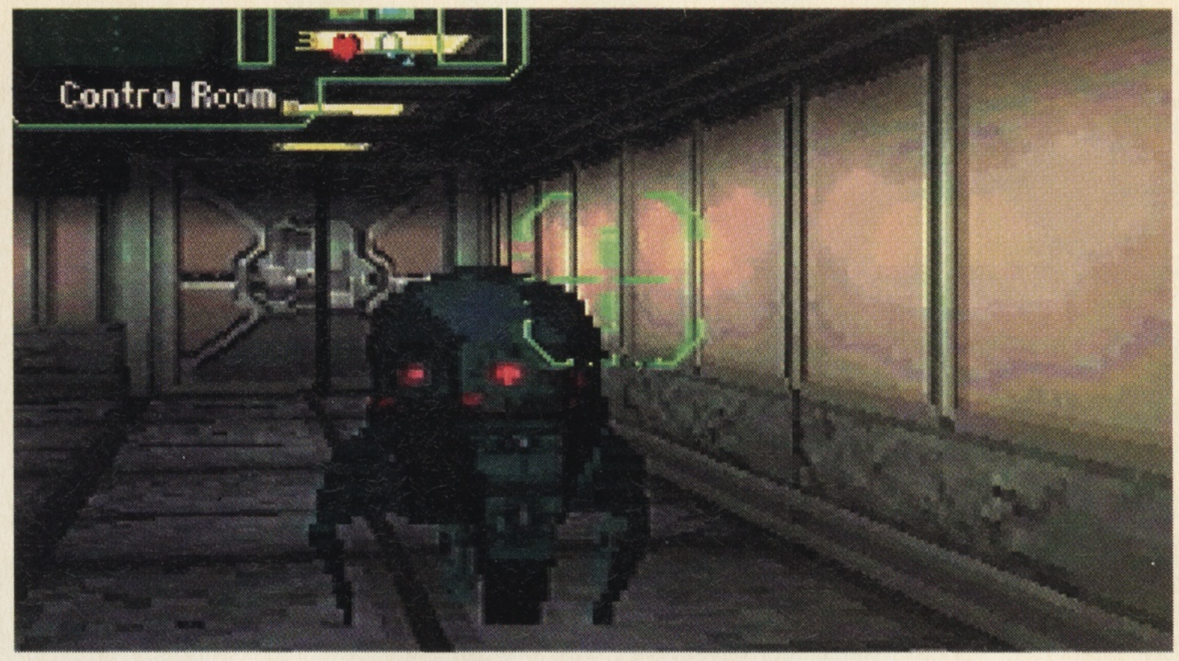


**The sublime intro has you leaving your mothership to skim the grim mining colony, MRP-6F, before being swallowed by the depths of the complex. Cue alien attack, cue panic.**

For 200 years, the Tyron Corporation has invested vast quantities of taxpayers money developing a high tech, solar system defence programme in anticipation of alien attack. By 2204, however, there's understandable public concern that Tyron's expensive hardware is irrelevant – there's been no evidence of alien intelligence whatsoever, so who the hell are Tyron protecting everyone from? In a humiliating climb down, Tyron has been forced to slash budgets and reprogram all defence systems to operate as cheap, unmanned installations. As a Tyron cybeneer, it's your job to travel to the deserted mining planet, MRP-6F, and install the new defence software.

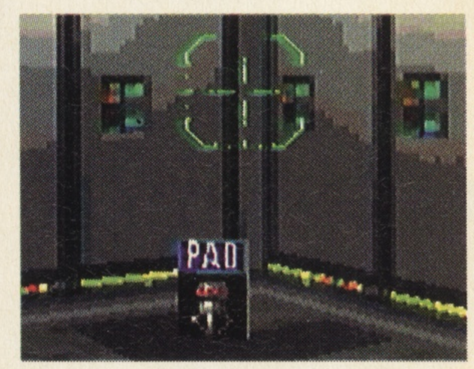
After two centuries vainly awaiting little green men, it's something of a surprise (and coincidence) that the aliens choose to arrive just as the Tyron cutbacks start. The (distinctly green) Beserkers swoop over your mining station, hammering it with lasers and launching land attacks, moments after your shuttle lands. Installing the software to get the base up and running becomes immediately more urgent, and the first step is locating the central VOS (Voice Operating System) that allows you to interface with the defence systems.

The mining complex is huge, miles of smoothly scrolling corridors, lifts and railcar Limos which circle around the perimeter – the latter depicted by FMV cutaways that add to the ambience of total isolation. The only human voice is synthetic, VOS dispassionately offering limited advice and updates on the intruders' progress. The clinical female tones are reminiscent of Alien's Mother or 2001's HAL – a good device for accelerating panic, whilst simultaneously providing vital information. The aliens themselves are visually disappointing, lumbering mechanoids which can easily be dispatched if you spot them by your blaster. Unfortunately, they have a habit of creeping up behind you or co-operating to develop nasty kill zones. To stop them getting that far, your first priority is to activate the external laser turrets and blast apart their landing ships.

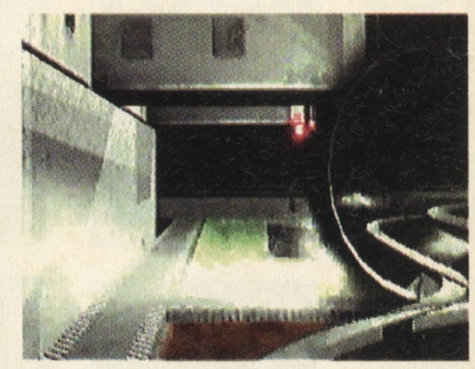



**"Strategy/sci-fi buffs should get a real kick out of *Defcon 5*, despite the graphical rough edges and dodgy control system... it's easy to look past occasional inadequacies to appreciate the great game design at its core..."**

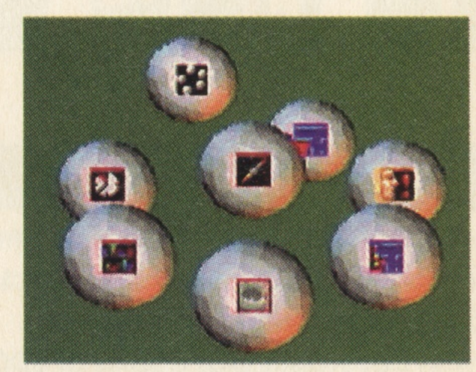
**Top left, a wandering blue Beserker is targeted. Above, one of your own combat droids stands guard. Left, stocking up on missiles.**



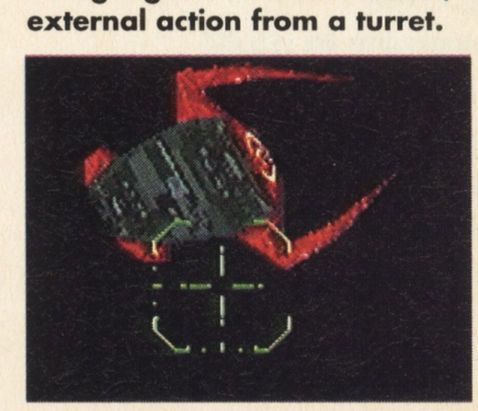

**Far left, dispatching robots. Left, the welcoming face of VOS. Above, another PAD is found, offering deeper access to the base's software.**



**An FMV limo ride shows views of hydroponic gardens and barren wastelands beneath the complex.**



**The initially confusing VOS interface. Rotate left and right to highlight a function. Below, external action from a turret.**



Find the PAD (Personal Access Disc) which contains all the security codes, slip it into a VOS terminal, and the heart of the game opens. Through an icon driven menu, you can arm the gun turrets and even program them to automatically attack intruders. Limos allow passage to each turret if you want to bypass VOS, essential if software fails (don't be surprised). Droid Control lets you dispatch Combat and Reconnaissance droids to blast Berserkers and investigate alien crash sites respectively. Environmental Control may sound boring, but it's crucial if you're to traverse the base: laserfire pollutes combat areas – causing them to seal and block your passage. If you think you've time, an Archive facility allows research into the history of the Tyron Corporation – there are dark secrets to uncover which could help explain persistent system failures. As it happens, escape systems are particularly prone to fatal malfunctions...

Despite the nods to *Doom* and *Space Hulk*, *Defcon 5* is a unique game. Its core is learning to use and maintain the VOS, with the arcade elements being almost irrelevant. This is as well, as the 3D engine isn't pushed enough to provide many thrills with bitmappy, lumbering Berserker droids, and visually uninspired shooting action from the gun towers as well. *Defcon's* success is in a strategic game absorbing enough to compensate for the arcade flaws. Collecting the scattered PADs is highly rewarding, each offering another layer of interaction with the VOS.

Once you get the droid deployment PAD, the game really gets into gear, allowing you to send robots to guard sensitive areas whilst whipping back and to between various VOS consoles – struggling to maintain the base as best you can. It's this multi-tasking that makes *Defcon* so unusual, with play soon becoming compulsive as you get backed into corners by Berserkers – no ammo left and a gun turret that desperately needs repairing only a Limo ride away. Certainly, there's no one way to play the game, and with several nasty surprises tucked away for those prepared to overcome initial confusion, *Defcon* rewards long term play.

Strategy/sci-fi buffs should get a real kick out of *Defcon 5*, despite the graphical rough edges and dodgy control system (which is stupidly unforgiving in tight corridors). Since so much of the tension is derived from the atmosphere, a more varied, better rendered 3D environment would have been appreciated, while the speed and smoothness of the 3D engine only partially compensates for bland, jagged rooms that lack the visual allure of *Space Hulk*. That said, with headphones on to soak up the great ambient music and paranoiac atmosphere, it's easy to look past *Defcon 5's* occasional inadequacies to appreciate the great game design at its core. Committed gamers who invest the time to meld with this environment should find the adventure rewarding... however casual gamers may feel swindled by the inadequate arcade games and initially baffling strategy component. *Defcon 5* demands attention and experimentation few will be prepared to invest. □ **mcw**

**3DO Magazine** rating: ★★★★

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# System Codes

**The return of our section devoted to codes and cheats for all your 3DO software**

## BATTLESPORT

While undoubtedly one of 3DO's best games to date, a poor demo version and superficial reviews from most multi-format magazines have led many people to pass over this brilliantly playable future sports game. One of the reasons it was so heavily delayed was the desire to pack in lots and lots of wonderful cheats... To use these codes, the first of many, you have to enter them on the first title screen with the main game options.

**Play Against Kubo:** Left, Left-Shift + C, B, A, Left-Shift + A, Left-Shift + Right.

**Secret Invader Tank:** RightShift + B, C, Left-Shift + Right, A, Left-Shift + A, Left-Shift + B, Right-Shift + Right.

## BLADE FORCE

Bill Budge's 3D engine offered awesome speed and detail, but the game itself met a mixed reaction due mainly to the sheer size and difficulty of its levels. Hopefully these cheats will reawake interest in a demanding, but still very enjoyable mega-game.

To jump to any mission, start a new game then simply enter the appropriate code as your name.

Training Mission: **YTMHNPA**
Mission 1: **YTMHNPB**
Mission 2: **YTMHNPC**
Mission 3: **YTMHNPD**
Mission 4: **YTMHNPE**
Mission 5: **YTMHNPD**
Mission 6: **YTMHNPF**
Mission 7: **YTMHNPG**
Bonus Mission: **YTMHNPH**

**Mission Editor**

After inputting one of the above codes, you can use this mission editor. Below are the control options:

Cycle Through Options: B.
Execute Option: C.
Play Mission: X.
Display Editor Screen: P.

## DOOM

ADI's 3DO *Doom* conversion has generated endless controversy, not least for its 'full-screen' mode which requires a cheat to be even partially true and a stubborn inability to save your weapons' status. The below tips are variations on the original PC cheats and use an oddball code system: U, D, L and R = Up, Down, Left and Right on D-pad. A, B and C refer to the normal joypad buttons, while S = Left Shift and E = Right Shift. To enter these codes, you must be in the Auto-Map mode and the game must not be paused. If the cheat has been input correctly, you'll hear an explosion sound.

**SEEALLUAC** = Allmap (See all walls in the map).
**SEERUBBLE** = See all things in the map.
**URABADASS** = God mode.
**ALABARACA** = All weapons and 500 ammo.
**SUCCEDALL** = Level access. [Restart *Doom* and you can now select any level to play.]
**URSURREAL** = Two more larger screen sizes to make a total of six. Even on a NTSC machine, there's still horizontal borders while PAL users suffer vertical ones as well.

## FOES OF ALI

After Tyson's demolition of Bruno, why not see if you could do any better against a rather more graceful fighter... During a fight, press LS+RS+C to access the **cheat menu**.

AI on/off for either boxer: AIAT or AIBT.
Crowd on/off: CROWD. [Removing the crowd ups the framerate slightly.]
Speed up: ZIPPY./speed.
Ivan Prebeg Pic: PREBEG. [European Middle-Heavyweight Champ, June 1969, and uncle of programmer Misho Katulic.
Progamming Team Pic: TEAM.

For some sneaky **Low Blows**, press diagonally down and right/left with A or B to hit your opponent where it really hurts. Be ready for the ref and crowd to yell at you!

**Tactics**

On the Internet, *Foes Of Ali* has been a resounding hit with boxing fanatics. **Novices** are best advised to start with the game in **two-player mode**. It's a lot easier to learn the proper distances for all the various punches when you don't have to dodge incoming punches! Since the opposing player isn't throwing any punches, his energy resources will take time to deplete (especially with Cooper), giving you plenty of time to practice.

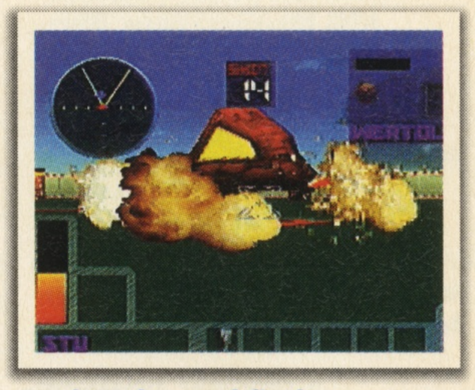
The life bars are a lot more useful than the repetitive commentary you get with TV camera mode. The advice tends to be rather belated, you'll start working the body and five seconds later you'll hear "He's gotta work the body – work the body!" The audio seems mainly to provide that big fight atmosphere, which it does brilliantly, rather than tips.

To really play this game right, you have to **move**. Do exactly what Ali did. Watch your opponent and lay one when his guard drops or he looks open. Don't go for a KO in a first or second round.

Avoid getting punched until you warm up in the first round, there is a serious chance you'll get knocked out! Learn to **duck and sway**. It helps when you're getting pounded up close. If you do get close and your opponent starts to pummel you, start to throw uppercuts and then move back (especially with guys like Norton). If you get knocked down you become slower and weaker. My advice would be to move to the left and throw a hook while doing so.

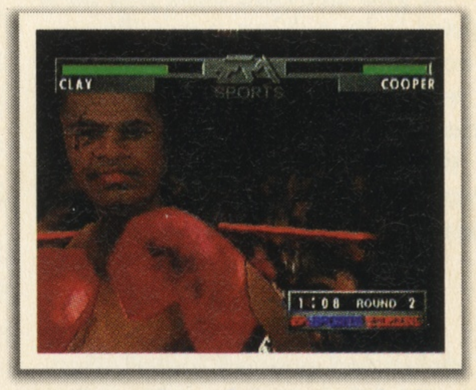
Two words: **punch range.** If you stand right next to the opponent, your punches do not have an effective momentum (except for uppercuts and clinches). You'll just waste precious energy. Take a step back from the closest position. That's where the punch range is.

If you get knocked down, you become slower and weaker. Run around, try your hardest to avoid punches and fight defensively until the round ends. You'll recover your energy in the next round so you can continue the offence. Otherwise you'll never recover, you'll get slow and end up face down on the mat. If you happen to

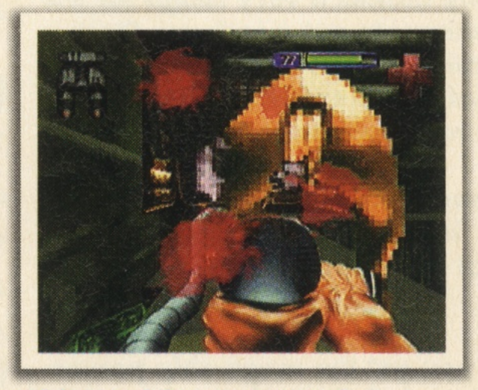


**Bash Kubo and find an extra tank in *BattleSport*.**

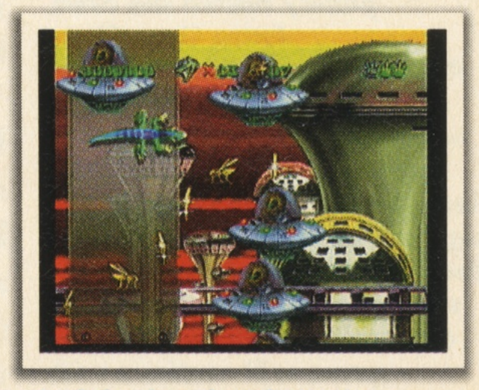
**Kick butt in *Doom*.**




**Tactics galore for *Foes Of Ali*.**



**Skip and fart in *PO'ed*.**



**Find the lost levels in *Gex*.**

*continued over >*

continued >

**STARFIGHTER POWER UPS!**
**FedNet's sci-fi blast-'em-up was one of the real stars of Studio 3DO's Xmas campaign. One of the most important aspects of this exceptionally tough challenge is building up your Starfighter's firepower via special crystals. Below is a comprehensive list of just what the right crystal combos can do for you!**

**2 CRYSTAL COMBOS**
**Increase Laser: Red, Red.**
**ATG Missiles: Blue, Blue.**
**ATA Missiles: Magenta, Magenta.**
**Multi-Missiles: Cyan, Yellow.**
**Multi-Missiles +3: Light Blue + Yellow.**
**ECM: Blue, Green.**
**Increase Shields: Yellow, Yellow.**
**Increase Engine: Blue, Yellow.**
**Increase Control: Red, Yellow.**

**3 CRYSTAL COMBOS**
**Add Wingpod: Green, Yellow, Green.**
**Shield Damage: Magenta, Yellow, Blue.**
**Engine Damage: Magenta, Red, Blue.**
**Control Damage: Magenta, Green, Blue.**
**4 Crystal Combos**
**Megafighter: Green, Green, Green, Red.**
**Random Upgrades: Green, Green, Green, Green.**

**GENERAL TIPS**
**If you activate ECM just as a fighter is launching a missile you can take them both out. Multi-missiles are probably the best dog fighting weapons – just let the enemy get close and take him out! Another tactic is to get close enough to your mothership for its lasers to take out enemy fighters.**
**When taking on a heavily defended ground installation, one tactic is to blast through a mountain side – the small entry way makes it very tough for the enemy to get a lock-on. Once a missile is on your tail, go vertical at top speed and use 'C' for a rear-view to watch it blow up at altitude. Some pros have mastered the technique of strafing while flying inverted – it's just a question of reversing your reflex to climb. Easier said than done!**
**If you get the mega-ship power-up, circle over the target while unloading mega-bombs to completely flatten the area.**
**Extra Lives Cheat**
**If you're really desperate, try this for extra lives. Press X while in the Stats screen, then leave the game in the Main Menu and allow the credits and high scores to be displayed. Let the demo mode start and cycle several times. Save the game and start a new mission. The game will continue with several more lives.**

knock the other guy down just start pounding on him. This is your chance to play around a bit. Another thing to weaken your opponent is to throw a dirty blow or two. It may be wrong but it works when you're in trouble. Then go after him.

Don't flail away aimlessly. This wastes a *lot* of energy, and your punch ratio suffers.

**Who's The Greatest?**

**1) ALI** – the ultimate, he can take it and dish it out.

**2) FRAZIER:** A hard puncher who you can't let get too close. However, he's fairly straightforward to KO using Ali with a bit of practice.

**3) CHUVALO:** A real hard nut. He has good punch strength and will not go down. The best advice is to keep pummelling his head until the fight is stopped.

**4) NORTON:** A formidable puncher so you can't let it become a simple slugfest. But if you're patient and keep moving it's easy to beat him by simply wearing him down. Against another human player he's a good choice however, able to end a fight real quick.

**5) LISTON:** A brutal body puncher but not really serious competition for Ali.

**6) ELLIS:** Fast, but otherwise mediocre.

**7) SPINKS:** An okay fighter, but vulnerable to the bigger fighters.

**8) FOSTER:** Unremarkable and easy to beat.

**9) WEPNER:** The best choice for gore fanatics, he's easy to beat and in doing so you can really make a mess of him. If you're playing against a novice friend, this is the one you should pick.

**10) COOPER:** The only British contender and sadly a real push-over. KO in 10 seconds is the best record so far.

## FLYING NIGHTMARES

The Domark/Studio 3DO collaboration drew heavy criticism for its rather plain graphics, but for those who like flight sims there's plenty of depth and the detail on vehicles such as US Marine hovercrafts is great. If your combat missions are ending with the old ejector seat routine, try this cheat for invulnerability. Save a game under the name 'BrickMode', load this game and when flying a mission pressing LS+RS will magically make your aircraft invulnerable to enemy fire – although the HUD might still take some damage. While using the cheat to finish the game seems a waste, it's ideal for hovering around enemy helicopter bases and such like, watching how they operate is great fun.

## GEX

For those people who still claim *Gex* is still too small, despite the Planet X bonus world, here's more secrets for this platforming mega-game. To use the cheats, you have to understand the code system the programmers have used. To make the codes spell out words, some buttons have two letters to represent them:

**U – Up. N – Up (North).**
**D – Down. S – Down (South).**
**L – Left. W – Left (West).**
**R – Right. E – Left (East).**
**P – Pause. A – A. B – B. C – C.**

(i.e. For LCD RUNNER hold Right Shift, and press Left, C, Down, Right, Up, Up, Up, Right, Right). You must also pause the game and hold down Right Shift while entering the code. If you've entered the code correctly, the game will automatically unpause after the last letter of the code.

**Level Access**

This cheat brings up a menu screen offering access to any of the normal *Gex* levels. Press P to display the remote control on the World or Level Map. Then hold down Right Shift and enter:

**LCD SPREAD**

**Full Ending**

Besides the normal ending, there's an extra long version which runs when you complete Planet X as well. If that seems like too much hard work, try this: on the title screen, hold Right Shift and enter

**LCD BADNEWSBEARS**

**Planet X Level Select & Secret Boss**

To play any of Planet X's levels, hold down Right Shift on the title screen and then enter **LCD ABCABCABCCBA**. The mysteriously titled "9:SL71" is a special Planet X Boss you wouldn't normally see – fun scaling effects!

**Lost Levels**

To bring up a menu of lost levels omitted from the normal game, press P to display the remote control on the World or Level Map. Hold Right Shift and enter: **LCD WEENEE**. The Lost Levels are:

**5:GRAVE6.**
**14:JUNGLE1.**
**17:JUNGLE4.**
**18:JUNGLE5.**
**38:KUNGFU4.**
**39:KUNGFU5.**
**23:REZ3.**
**25:REZ5.**

## PO'ED

Any Channel's jetpacking *Doom* is one of the 3DO system's most ambitious games yet with some extraordinary, other worldly graphics, gigantic monsters and plenty of 3D puzzles. Such ambition isn't without some cost, however. Some GoldStar machines have a glitch which makes them unable to load files bigger than 1MB in one go, which Pompous Medium Rare, Rapa Nui and Puzzle certainly are. If you're having a problem with these on a GoldStar machine, send your disc back to *PO'ed* Returns, **The 3DO Company**, Richmond Bridge House, 419 Richmond Rd, Twickenham, TW1 2EX. Remember to include a note with your address, the problem and your GoldStar machine's serial number. Another bug is in the save software and seems connected with the multiplying blobs. Saving after killing a blob can cause corruption. Levels with blobs best approached cautiously, are: Shuttle, Power Plant, Pompous Tartar and Aclogo.

**Level Cheat**

If you're not having a problem and simply want to cheat, try this on the main menu: press and hold **LS+RS+Up**. Now press **A** to start a new game as normal, then release all buttons. On the difficulty screen, press and hold **LS+RS+Down** and press **A** after selecting difficulty level. You should now have a menu of levels, press A to start.

**Farts**

Remember the walking butts? Well, during one rather late night an extraordinary sound effect was recorded to accompany them. Sadly, this was judged to be not in the best possible taste for the finished game. To restore this awesome sound effect go to the Load Game menu, press **LS+RS** and start the game as normal.

## TRIP'D

Warp's oddball tribute to 3DO founder Trip Hawkins has yet to be released officially in the UK, but some imports of US version are available in the UK. Essentially a bizarre variation on *Tetris*, undoubtedly it's best feature is an addictive two-player, head-to-head mode. In this game, clumping together four identically-coloured objects causes a special creature to form which, when destroyed by getting rid of a similarly coloured line of four, causes a special effect depending on its colour. Now according to one American gamer, if you clump together four big creatures they combine into a single enormous creature. The colours of the smaller creatures don't have to be identical, and the colour of the new mega-monster seems somewhat random – but when it's destroyed using the normal technique its effect is quadrupled! □ **ssw**

**3DO Magazine**

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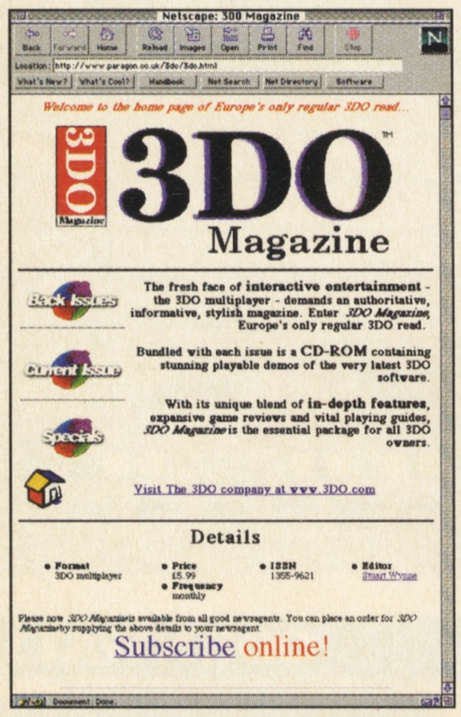



**3DO Magazine Online. Pretty bloody marvellous, really.**

**Since the 3DO appeared** we have played almost every game published so far. But the one that we took most interest in was Crystal Dynamics' *Samurai Shodown*. Since its appearance we have created a *Samurai Shodown* society. The game has been played for at least 3-4 hours each day. A few months ago we spotted a *Samurai Shodown II* on one of the NeoGeo arcade machines. We are waiting impatiently for any news about it being published for the 3DO system.
Could you please let us know by letter or in your brilliant magazine if it has been released or if there are any plans for its release in the future.
**The Samurai Society, Derby.**

**A *Samurai Shodown* society? I do hope losers aren't required to commit ritual sepuku! Sadly, SNK's relationship with Crystal appears to have lapsed. SNK are investigating new licensing agreements, but the sequel is more likely for M2 than 3DO I. And whilst on the subject...**

At last I have found your homepage. It has only taken me three months or so. Anyway now I'm here I might as well tell you my story: My name is Rhodri Luke and I'm from Wales. I have owned a 3DO now for about one-and-a-half years and have been overwhelmed by the quality of *some* of the games. I really do think that the 3DO has an awesome chance of making it out there.

One of the main reasons I bought the 3DO, was because *Need For Speed* was so good. I used to like Sega quite a bit and could never imagine myself ever turning to another format. I was eagerly awaiting the arrival of the Saturn (with the PlayStation in mind too), but one day I walked into Game and saw a demo of *NFS* – WOW!!! The instant I played it, I was addicted. If the 3DO could pull off power like this, what is the point of waiting for the Saturn? I went home with a 3DO and a copy of *NFS*. Soon I became addicted to buying games for it, and luckily there were enough games out there good enough to warrant a purchase (*FIFA*, *Road Rash*, *John Madden* (over-rated mind), *Theme Park* etc...). Now, however, there are not too many games that are of the same standard, new releases are rare and games to look forward to are binned! What is up with 3DO (please HELP! Possibly without mentioning the M2 as well). I know the 3DO can do it.

I have really been looking forward to *Powerslide* from Elite and as mentioned in your mag sometime in April last year, the release has been imminent. Where is it? No pictures, no previews, in fact nothing in any magazine! I would greatly appreciate it if you, or any other magazine would at least tell us whether it has been binned or not, as then we can stop looking forward to it.

SORRY :- MAJOR POINT HERE : *Doom* on the 3DO – Oh my word! That's all I can say. What the hell do they think they are doing? Can they honestly believe that the 3DO has a strong future if they can't pull off a half decent version of *Doom*. That has to be *the* "Why the hell did we release that" of the year! Tiny window, slow frame-rate etc.. Ok, so I know the cheat that maximizes the window to full size but still...??? *Doom* on the 3DO needed to be good, hell more than good. It needed to be the *best*! I am sorry, but no credit will go towards 3DO, whoever made it. Instead people will take the p#ss! And rightly so! NO FAVOURS DONE THERE THEN!

Why do I always seem to buy games and then read the review later? Wouldn't it be a good idea to start monthly? You're a good mag and I always get it, but quarterly is far too long to wait – you can blame it on lack of 3DO owners, but the real reason is LACK OF GAMES!

One more point – Do you have to review in ★★, why not percentages? Say if a game is ★★★ stars, that leaves me thinking well then is it good? Stars don't work, hence the section of the homepage has games with multiple stars – If an alien came down from the Moon and seen this homepage he would think the 3DO is the KING of consoles. At least we can fool him anyway!

Sorry for this mail, but it's just that since there's been no way to get hold of you for months, I may as well spill my guts now!
Thanks for reading!
**Rod Luke, Online somewhere in Wales!**
P.S. Is there any chance of writing a review or two for your magazine. I could send you them over the Net then you could put them in your mag.

**Our homepage is coming together with more regular updates, so anyone with Internet access please check out: http://www.paragon.co.uk/3do. Now to start at the top, obviously if you buy a system after it's been out a while there'll be plenty of games to get. However, it takes time for quality games to be developed and no system has dozens of mega-hits coming out every month. After following 3DO from the start, I'd say Xmas '95 compared well with any before it. *Killing Time, BattleSport, Foes Of Ali, Phoenix 3, DeathKeep* and *ShockWave 2* offered a variety of games unrivalled by the competition. Sadly, it looks as if *Powerslide* has been deleted, but as you'd expect software houses tend to be cagey about cancellations.**

**On the subject of *Doom*, we weren't overly impressed either, but it's still a great game and many people got a great deal of enjoyment from the 3DO version. One person rang asking about how the save system worked since he was half-way through and was concerned leaving the machine on for days at a time! It actually autosaves whenever you complete a level, and another 3DO *Doom* fans writes below.**

**As for going monthly, we were slated to go monthly for issue 9, only for the 29th February production slot to turn out as unavailable. From this issue, however we are definitely slated for a monthly schedule – although demo CDs always throw in a little uncertainty! We'd love for there to be more games to review, but previously we used much less space than other console-specific magazines for each review. From now on we've space to be more in-depth, and also offer plenty of playing advice – standby for comprehensive *Killing Time, Hell, Dragon Lore* and *Daedaleus* solutions to follow *Space Hulk*!**

Having recently bought issue 8 of **3DO Magazine**, I felt I must write in about your strange review of *Doom*. The version you reviewed is different to the one I bought a couple of weeks before seeing your review. I own an official UK PAL 3DO, but the copy of *Doom* I got is in one of those big American style boxes and there are several differences between it and the one purchased in the review.
**1)** The screen can't be expanded to the size that you had it in the review. It is about 2/3 that size on maximum setting, although the screenshots on the back of the box are the same as yours.
**2)** The graphics are much better than what you were talking about. There's hardly any slowdown, the resolution is better than the PlayStation version (which I've also played) and bitmapping is much less apparent than other versions of the game, including the one you showed.)
**3)** Other small differences are on the status bar at the bottom of the screen. It does not say 'Area' – it says 'Level' and your mugshot in the centre does not have a green background.

What is going on? Did you get your copy from Mars or something!

I am finding your reviews a bit picky at times – I think *Doom* and *Foes Of Ali* are both superb, but then again it's a personal opinion thing, isn't it? I hate *Space Hulk* and you loved it, so there you go.

Finally, I agree with a reader from **3DO/8** about the ridiculous £5.99 price of the mag, especially since the *Phoenix 3* demo was very disappointing. Don't get me wrong, the mag is a good read and it's definitely the best 3DO information zone around but I can't afford to subscribe at the moment even though it's a much better deal.

Oh, enough moaning for this month. By the way, is *Wing Commander IV* definitely coming on 3DO and, if so, when roughly?
**Darren Child, Chesterfield, Derbyshire.**

**While we recieved a preproduction *Doom* prior to Xmas, we waited until the day of our deadline until concluding the review with a finished version – only fair given our criticisms of the game. The screenshots were taken from the pre-prod version which, apart from the minor differences you spotted and we didn't, is identical. That the graphics are slightly blockier on the page than on TV is due to the grabbing system we – and other magazines – use. We mentioned this in 3DO/8 concerning the *Killing Time* ads.**

**On the subject of the screen display, despite what the packaging claims *Doom* is not fullscreen on any system – even NTSC. We should've mentioned this, but didn't – sorry! As for the brown border within a border, a cheat removes this. Access the automap, but don't pause, then: Up, Right, Left Shift, Up, Right, Right, Right Shift, A, Left. Nevertheless, while *Doom* is still a very playable game on 3DO, we remain convinced far more could've been done. As for *Foes Of Ali*, that review was by Dave Perry. We agreed with the rating because it is tough to get into, but Internet chat indicate the more you play the game, the more apparent becomes its realism and strategic depth. If we get more letters on this subject, a five star upgrade is likely.**

**Sorry, again, about the price but perhaps the new, even better subs deal might be more attractive. And finally, *Wing Commander IV* is rumoured to be going through the conversion process with Lion, the people behind the excellent 3DO *DeathKeep*. We initially expected this in Spring, but it now seems all the superconsole versions won't be released until Autumn.**

I am writing to you again because my friend bet a tenner that I couldn't get another letter in print, and the first one was a fluke. Please print this one, as the money gained would go towards a copy of *Doom 2* for my beloved four-postered one.

Is Paul Lawless mentally unstable? In issue six he seemed to make a long list of totally invalid points.
•The 3DO hasn't been eclipsed by the PSX and Saturn. Although we need a game like *Ridge Racer*, they don't have anything as sophisticated as *Need For Speed*. We have *Return Fire, StarFighter, Wing Commander 3* and even *Doom*!
•M2 is ridiculously more powerful than PSX and Ultra64. I have seen all three in real-time action, and M2 pees on the others.
•Apparently, Nintendo have U64 carts that will hold up to 500MB (cobblers), which is almost as much as a standard CD. A-ha, but M2 had DVD! Twice the fun at half the price!

I read somewhere that over 500 software licencees signed up for 3DO. I also read that Sony only got 30. I am dubious as to the reliability of my source, but this is a good reason to laugh at Sony anway. Also, Nintendo are restricting third-party-developers for Ultra64 – a wise move?

I have finally purchase a copy of *Doom*! Damn, it's a good game!

Unfortunately, I must agree with various others that *Gex* isn't actually all that great. Fun, yes, but with not enough levels and far too easy. Speaking of easy, I finished *Wing III* within four days of receiving it for Xmas! Strangely enough, I didn't feel the need to play it again and again, as I did with *Super Wing*. Am I ill?

Unfortunately, your *FIFA Soccer* codes were inaccurate. My brothers, three friends and myself were trying in vain before we realised that Metallic Men was actually BARCLBABBA, and Radical Curve was CARCABRABBL! I humbly accept your apologies.
**Denzil C. A. Lyne, Fairford, Gloucestershire.**

**Base material motives, character assassination, factual inaccuracies**

and confessions of mental illness – we need more letters like this!

Well, perhaps not. From the top, news of Sony's licensing of PSX games to Sega indicates the days of exclusive software are numbered, however we certainly got the games you list a year or more before rival systems. Speaking of which, U64 carts will initially be 8MBs, not 500. Nintendo have spoken about software compression, but realistically speaking that means at most a quadrupling of capacity. Also, compression software exerts a cost – remember the cart-based Jaguar with its 'decompressing, please wait' messages on *Doom*? Carts are the main reason Nintendo's third-party support is so restricted. Most companies aren't prepared to take the financial risk. It's estimated the machine may have as few as 15 games in its first year of release. Also, DVD has a minimum of seven times the capacity of conventional CDs not twice. As for 3DO, it did get a massive amount of software house interest, but sadly many failed to follow up on their licencing deals.

Finally, apologies for *FIFA* and we expect our 20% cut in the post!

Firstly I would like to say well done on producing an informative and 'informed' publication. I look forward to each issue with anticipation, having based most of my software purchases on your (up to now) astute judgement. Games such as *PO'ed, Killing Time, Space Hulk, WCIII* to name but a few proving to be the top titles your reviews suggested.

Having previously owned a Sega Mega Drive and SNES in the past, to me they now seem very 8bit compared to the power of 3DO.

I recently swapped with a friend for on night who owned a PlayStation – curious to see what all the fuss was about and how it compared to 3DO. The answer was about how I had imagined it to be. The PlayStation came nowhere near to topping the depth and quality of games on 3DO. *Ridge Racer* I thought was shallow and not particularly strong on gameplay. *Need For Speed* completely trounces it! I liked *Toh Shin Den*, but if I owned it would soon see through its graphics (fancy as they are) for the rather hollow game it is.

I, like many 3DO owners (clever peeps) look forward to M2 and all its possibilities and hope they don't make it expensive. One thing we players don't like is being 'ripped off'. So be aware 3DO/Matsushita when you price the thing, okay!
**Paul Cattel, Stone, Staffs.**

At the cost of half a billion dollars to launch 3DO I at a disastrous $699, no-one could be more aware $300 is pretty much the maximum for a console!

Firstly well done for an excellent mag. Paying £6 for a mag devoted to 3DO is better than paying £3 for a multi-format mag that has maybe one or two game reviews.

**2)** My local 3DO distributor has told me that they have been informed that M2 will only be available in a stand-alone machine, not an add-on. Have you any news about this?
Last we heard, Matsushita had firmly committed to an add-on. This might turn out to be for Japan and America, not Europe, but no decision has been made yet. If a PAL upgrade isn't released, Panasonic will probably offer 3DO I owners a complete standalone M2 for the price of an upgrade unit. Rest assured, Matsushita are totally committed to supporting existing 3DO users.

**3)** Please can we see review marks in percentages rather than stars...
Nope.

**4)** Your recent review for *PO'ed* gave it 5 stars, yet in one multiformat magzines *PO'ed* was awarded 21% and one star in another. Why is there such a big difference in results?
Incompetence. There's a considerable element of personal taste and sheer opinion in reviewing, which is why we refuse to indulge in the pseudo-accuracy of percentages, but there are limits – especially when reviews are riddled with factual inaccuracies. Given that the market is considerably smaller than its heyday, most magazines are understaffed and multi-formats generally rely on dedicated magazines to supply freelanced reviews for specific consoles. Since only Paragon has a 3DO magazine, other publishers' multiformat magazines lack this facility and generally don't spend an adequate amount of time on the reviews. This hurts 3DO games particularly badly, as they've got a lot more sophisticated and demand a lot of work to decide how good (or bad) they really are. It's typical of this approach that *Blade Force* – which looks very impressive, but lacks variety over the longer term – is rated more highly than considerably more sophisticated games such as *PO'ed* and *Killing Time*. There also seems to a UK bias against 3DO. While one respected UK magazine dismissed *BattleSport* as a Mega Drive title not worth properly reviewing, its US sister magazine gave it five out of five, raving over it as one of the best games of the year. While we're certainly not perfect ourselves, at least we can promise we play every 3DO game in considerable depth.

**5)** In your 'Coming Soon' section can you be a bit more detailed about possible release dates of games. In **3DO/2** *PGA Tour* was due 'soon' but in fact I had to wait ten months until it was released. In 3DO/8 *3DO Baseball* is shown, but when speaking to 3DO Europe they say no decision has been made whether to release it in the UK.
We are trying to improve here, but there's little we can do when software companies are themselves unsure of release dates. Unlike PlayStation or Saturn titles, which come months after the US or Japanese version, US 3DO titles appear mere weeks later in the UK – and British PR companies often find it difficult to know what American partners are up to until the last minute. As for *3DO Baseball*, it's still in development but we now hear it's likely to be released in late '96. Even if the UK office decide not to release it officially, the 3DO import scene means it will still become available. Not only do independents import titles, but chains like HMV frequently handle US games as well.

Finally, I was a bit disappointed that 16 pages of a 68-page magazine were wasted on *Space Hulk* maps. You could have made them at least half the size!
**Mark Holt, Ossett, W. Yorkshire.**

Playing tips are popular with a lot of people and *Space Hulk* is without doubt one of the toughest, as well as one of the best, 3DO games yet. Of course, some times the tips won't be for a game you own – but hopefully the tips will make you reconsider the title and, of course, maybe next month it'll be a game you're stuck on! As for the size of the maps, as it was we were losing some detail – such as the types of door – and most players would wish we had space for more help on this monster challenge!

First of all, I'm a happy FZ-10 owner with 20 US and Japanese games. Thanks to 3DO that I don't need any adaptors or anything to play 3DO foreign CDs. Also, I thank you guys who were behind the demo CD and 'Highly Recommended' seal of the **3DO Magazine**.

Now I'll tell you some of the rumours I've been hearing here, some good and some bad, but most of them are bad ones. The bad ones first: 3DO can't handle such games as *Virtua Fighter* or *Ridge Racer* because its CPU is running at 12.5 MHz, so it's no match for Saturn (28.7 MHz) or PlayStation (33.6 MHz). So 3DO is just a bit more powerful than SNES (16bit).
After working on a SNES magazine for over a year, I have absolutely no doubt 3DO represented an awesome leap. A 32bit RISC CPU instead of a CISC, quasi 8bit CPU. 3MB of RAM rather than 128K. 650MB CDs rather than overpriced, 8MB (at most) carts. CD streamed sound, 16.7 million colours... the list is endless. Sure, PlayStation and Saturn have some advantages over 3DO, but in some ways they're actually inferior (see 3DO/9 news).
Well, I've got an answer for this – M2 is coming. But there is a but... that the current M2 CPU is running at 55 MHz rather than 66 MHz. Sega is also producing an upgrade machine which is called 'the elipse on elipse' and it will change Saturn to 64bit and it'll be stronger than M2. Also, Nintendo promise U64 fans that it will beat M2 3DO in the software section.
While clock speed is important, it's only part of the equation. Ultra64 will run at 100MHz, but its overall specs in things such as polygon generation are considerably inferior to M2. In any case, you'll be glad to know M2 is now up to its spec speed of 66MHz. As for games, Ultra64 will have a brilliant array of games – mostly from Nintendo – at launch just as the SNES did. After that, the high cost, thin profit margins and massive inventory risk will thin out third party support and innovation just as it did on SNES. For a truly diverse range of huge games, only CD (or DVD) is a viable medium. As for 'elipse on elipse', Sega themselves have denied it and the only future Sega machine given any serious credence is M2.

Now the good rumours...

Fifteen solid games and recent arcade hits will be released with M2. Williams is working on a '*Toh Shin Den* killer.' Also, Capcom is making a Mega-Man or a Mega-Man clone for M2 and also Capcom is making full use of M2 for the first *Street Fighter III* which may be a huge hit Most of the people behind PSX who are software engineeers, are working for M2 titles rather than PSX. Hope these rumours are true.

Well, now I've some complaints...

**1)** Why the hell is *Mortal Kombat 3* coming out so late on 3DO? It's way too old. Or, will it be a new one like *Primal Rage* version 2.3!!
Part of Sony's deal with Williams was that the PlayStation version be exclusive for six months or so. However, the 3DO version will be based on *Ultimate Mortal Kombat* with extra characters, moves and backgrounds.

**2)** Why have ultra-boring 16bit games been converted to 3DO? Also, dull PC and Mega-CD conversions such as *Rebel Assault, Jammit, Dragon's Lair, Family Feud* etc.
3DO offers an open licensing system so that if you pay the necessary fees, you can do pretty much anything as long as it passes 3DO's quality control for bugs. This has allowed some weak conversions, and adult-oriented products such as Vivid Interactive's titles, which wouldn't be allowed on rival systems. However, it also gives developers freedom to come up with imaginative titles such as *Star Fighter*. Sony, by contrast, exerts tight control over what is released, when it's released and what's in the game – which many developers find very restrictive and unfair. It's also no guarantee of quality gameplay, as the appalling *Destruction Derby* (PSX), Pinball Gladiators (Saturn), King Bowling (PSX), *James Bond Jnr.* (SNES) etc prove.

Now some simple questions:

**1)** Why aren't Namco and Konami producing 3DO games?
They are. Namco produced *StarBlade* for Panasonic and Konami spent millions on Japanese mega-epic *Policenauts*. Hopefully, they'll support M2 with rather more titles.

**2)** *Corpse Killer, Supreme Warrior* and *Slam City* are Digital Pictures titles, not Acclaim... As far as I know they're working for M2 at present with *Batman Forever*. So please tell me why you're saying Acclaim is making these titles for 3DO I?
While Digital Pictures publish titles themselves in America, in the UK they've sold the rights to Acclaim.

**3)** What is the price of M2? (If it's £129 or more, forget it.)
£129 for the world's hottest videogames system with 4MB of SDRAM and built-in MPEG? £200 is a more realistic price for the upgrade. Remember, the inferior Nintendo64 will be at least £250.

**4)** Will *MK* and *MKII* be released for 3DO on one CD? (I ask this since I got *Alone In The Dark* free with the *Alone 2* game on one CD.)
The *Alone* offer was sadly restricted to Interplay's US version. As for *Mortal Kombat*, the new version so thoroughly overhauls its prequels I doubt anyone will bother converting them.

See man, I'm 100% 3DO fan. Also, there are fans of 3DO in South Asia too. As a 3DO owner I feel great because it'll be stronger than Ultra64, soon. Now will you do me a favour – are there any codes for *Immercenary*.
Yep: To boost your DOA ratings, during the game press: RS, RS, LS, A, C, B, Right Left, LS. While holding Stop press A to increase Defense, B to increase Offense, and C to increase Agility.

Please keep up the good work and M2 will rule!
**Syed Aziz, Auckland, New Zealand.** □ ssw

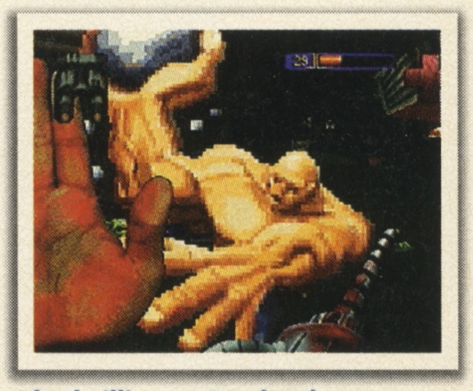
**3DO Magazine**

**Is it worth investing** in either *SSFIIX* or *Samurai Shodown* with just my five-button pads, because you obviously can't complete some moves with them.
**Michael Whittaker, Huntingdon, Cambs.**

***SSFIIX* uses the Pause button as a sixth main button, which is an awkward but workable compromise. SNK's beat-'em-ups, by contrast, are designed for a three-button pad and work fine with a standard pad – as the *Samurai Shodown* society would doubtlessly testify!**

**I was interested in the format** of a 3DO CD, *Hell* in particular, so I was looking at the data on the CD at a raw level. It was, of course, very boring until I discovered that every spare bit of space on the CD was filled up with the text 'I AM A DUCK'. What the Hell (geddit) is this for? Perhaps the makers of the game could tell us? Is it a secret code? Or is it plain silly? Does anyone out there know what it means or what it is for? I'd love to know.
**Richard Tracey, Hornsea, N. Humberside.**
P.S. If anyone does know anything then can they email me on **richard-tracey@metnet.demon.co.uk.**

**3DO *Doom*. Causing controversy.**


**The brilliant *PO'ed*. Why so many wildly diverging scores asks Mark Holt.**

***Ultimate Mortal Kombat 3*. What's the delay, Syed Aziz wants to know.**

http://www.paragon.co.uk

# Software Directory

**The essential update to every review from 3DO Magazine issues one to nine**

**3D ATLAS**
**Electronic Arts, TBA**
A huge geographical, political and environmental guide to planet earth, this uses excellent stock footage, good 3D graphics routines and brilliantly edited news sequences to seduce almost anyone into enjoying a traditionally dull subject. Even the inevitable quiz show game is fun. Overall, simply excellent edutainment.
**issue 2, Rating: ★★★★**

**ALONE IN THE DARK**
**Infogrames, £39.99**
Multiple camera angles, haunting polygon graphics and a Voodoo inspired storyline make this an incredibly intimate and atmospheric adventure. Originally released on the PC in '93, it still looks pretty amazing and although it uses a lot of NVRAM, is well worth a look.
**issue 1, Rating: ★★★★**

**ALONE IN THE DARK 2**
**Infogrames, £39.99**
A considerable advance over the original in terms of graphics, violence and size, but slowdown makes a very tough game even more demanding. Newcomers should definitely start with the original, but both games demand almost all the 3DO's NVRAM.
**issue 8, Rating: ★★★★**

**ANOTHER WORLD**
**Interplay, £39.99**
Originally an Amiga game, this was a welcome twist on the platform genre. Rotoscoped sprites and stylish cut sequences achieved a uniquely cinematic feel. The 3DO version doesn't tamper with the game's fundamentals, but adds 256 colours to freshen up the visuals.
**issue 1, Rating: ★★★**

**BALLZ**
**BMG, £39.99**
While the fighters are made of just a few balls, they turn out to be brilliantly animated characters. Combat is in full 3D with plenty of imaginative moves. Although not as precise or satisfying as *SFII*, it's highly original, very playable and totally hilarious.
**issue 6, Rating: ★★★**

**BATTLE CHESS**
**Krisalis, £39.99**
A worthy attempt to make chess exciting for beginners, its 3D graphics aren't as flash or funny as they might be. However there's an impressive chess engine under the hood while a 2D board is a model of clarity and simplicity.
**issue 1, Rating: ★★**

**BATTLESPORT**
**Studio 3DO, £49.99**
Quite simply one of the best two-player games ever. The splitscreen action is blisteringly fast, with masses of weaponry and power-ups adding plenty of spice to 3D, goal-scoring action. 50+ levels and tough, varied opponents mean one-player action is brilliant too. The prospect of an M2 sequel is awsome...
**issue 6, Rating: ★★★★★**

**BC RACERS**
**GoldStar/Gametek, £39.99**
A prehistoric race game in every sense of the word. A multitude of tracks, a splitscreen two-player mode and cartoon graphics can't disguise appalling playability.
**issue 9, Rating: ★**

**BLADEFORCE**
**Studio 3DO, £44.99**
A bravura demonstration of fast, detailed 3D in which the environment is the star. Huge, fabulously detailed, heavily defended landscapes provide a considerable challenge with each level taking about an hour to complete. One for hardened, tactically-minded blast-'em-up fans.
**issue 7, Rating: ★★★★**

**BRAINDEAD 13**
**Entertainment International, £44.99**
Three CDs are jampacked with gobsmacking cartoon graphics in an extremely funny and challenging FMV extravaganza. Older players will soon tire of its limitations, but youngsters will love the graphics and the non-linear gameplay is surprisingly sophisticated for this genre.
**issue 9, Rating: ★★★**

**BURNING SOLDIER**
**Panasonic, £39.99**
This follows where *Microcosm* and *Novastorm* trailblazed, with interactive sprites overlaid on an uninteractive, pre-rendered backdrop. Naturally that makes for linear gameplay, but manga-esque graphics and a simultaneous two-player mode provide limited compensation.
**issue 1, Rating: ★★**

**CANNON FODDER**
**Virgin, £44.99**
The sprites may be tiny, but there's a huge number of levels and gameplay is incredibly addictive with masses of enemies, buildings and vehicles to destroy. Somewhat similar to *Return Fire*, it has a superior structure (more challenge) but sadly there's no two-player mode.
**issue 3, Rating: ★★★★**

**CAPTAIN QUAZAR**
**Studio 3DO, £49.99**
An incredibly fun, cartoon-styled mega-blaster. One or two heroes must shoot their way through to capture three crimelords, each with their own personal planet consisting of huge, sprawling isometric levels. Absolutely everything can be blown to pieces with more mind-boggling explosions than a Warner Bros cartoon.
**issue 6, Rating: ★★★★★**

**CRIME PATROL***
**American Laser Games**
The *Mad Dog II* formula is successfully applied to the considerably more violent scenario of modern day America. The sleazy strip joint scene is a PG classic, while gameplay is tough but fair.
**issue 3, Rating: ★★★★**

**CYBERIA**
**Interplay, £39.99**
You play superspy Zak in a varied and ambitious FMV package including plenty of arcade action and brainteasing puzzles. Well presented with excellent music from Thomas Dolby, but ultimately rather repetitive and frustrating.
**issue 9, Rating: ★★★**

**D**
**Panasonic, £39.99**
A young woman arrives in Los Angeles to find a hospital massacre somehow connected to her father. Cut to a spooky house complete with chained up skeleton and ghoulish traps. The challenge may not be enormous in this two CD adventure, but the letterboxed FMV features some of the most stylish pre-rendered graphics yet seem. The sense of atmosphere is brilliantly conveyed and the puzzling gameplay is highly involving.
**3DO Gold, Rating: ★★★★**

**DAEDALUS ENCOUNTER, THE**
**Panasonic, £49.99**
This four CD epic looks better than most Hollywood sci-fi movies with stunning sets, special effects and mega-babe Tia. Cleverly integrated into this FMV epic are a series of logic puzzles – disguised as alien door locks, system repairs etc. – which really get the old grey matter working. If you like that sort of thing, you'll love this and, even if you don't, the slick presentation and excellent control interface could well convert you.
**issue 5, Rating: ★★★★**

**DEATHKEEP**
**SSI/Mindscape, £39.99**
The 3D is some of the most sophisticated and fast yet seen in a *Doom*-style game, but this *Slayer* sequel doesn't make things easy for you. It takes time to figure out the sprawling 3D mazes with no automap, especially as you must also fight lots of very tough, very vicious monsters. Magical effects, including the ability to fly and light-sourced fireballs, are highlights for those who persist in this intelligent, demanding game.
**issue 8, Rating: ★★★★**

**DEMOLITION MAN***
**Virgin, £49.99**
This is a glorious showcase both for the technical capabilities of the 3DO (great FMV, glorious presentation) and the growing clout of videogames (the movie crew actually shot extra scenes for it). Gameplay is a clever mix of genres with beat-'em-up, *Doom*, car racing and even *Op Wolf*-style blasting. It makes for a very playable package with a tough challenge.
**issue 2, Rating: ★★★★**

**DOOM**
**Art Data Interactive, £39.99**
A classic of run-and-shoot action is marred by slowdown and a poor save system. Veterans of the PC version won't find much to enjoy, but newcomers will find the addictive gameplay still survives despite the problems.
**issue 8, Rating: ★★★**

**DRAGON LORE**
**Mindscape, £39.99**
A surprisingly atmospheric and enjoyable fantasy adventure. The FMV is crisp and sharp, featuring all manner of bizarre dragons, knights and monsters, while interaction is varied and imaginative – even including fun swordfights. The plot is ultimately linear and the puzzles often obscure, but it's an epic of its kind.
**issue 9, Rating: ★★★★**

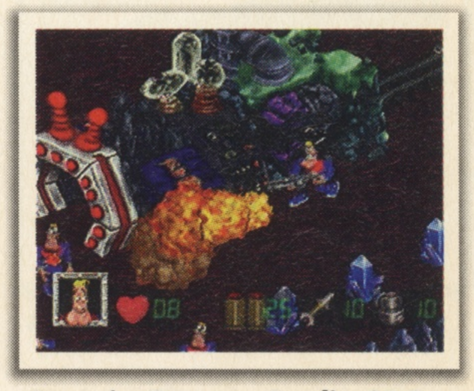
**DRAGON'S LAIR**
**Elite, £39.99**
More of a cartoon than a game, Sullivan Bluth's arcade classic wows those who watch the game, but frustrates those who are actually playing it. Gameplay is restricted to pressing the correct button at exactly the right time. This gets *very* tedious.
**issue 1, Rating: ★★**

**DRUG WARS***
**American Laser Games, £44.99**
The most lavishly produced ALG game yet with car crashes, exploding boats and even a runaway bus. Varied locations include a small Southern town, Chicago and South America. The sense of humour is still going strong,

**CH Products' 3DO FlightStick Pro uses analog technology, so that the further, and faster you move the stick, the faster the game response. It also includes an additional, 'hat' four-way switch which is often very useful for games with lots of controls. The FlightStick is pricey, its RRP is £89.95, but check out small ads for special deals. Flight games, in particular, are transformed in feel and controllability with it.**

**The joystick will not work with games not coded for it, but most software houses support it now. Below is the current list of compatible games: *BladeForce, Flying Nightmares, Killing Time, MegaRace, Need For Speed, Operation JumpGate, PO'ed, Rebel Assault, Return Fire, Scramble Cobra, Shock Wave, Star Fighter, VR Stalker, Super Wing Commander, Wing Commander III.***

***BattleSport*, Studio 3DO**



***Captain Quazar*, Studio 3DO**

***FIFA International Soccer*, EA**

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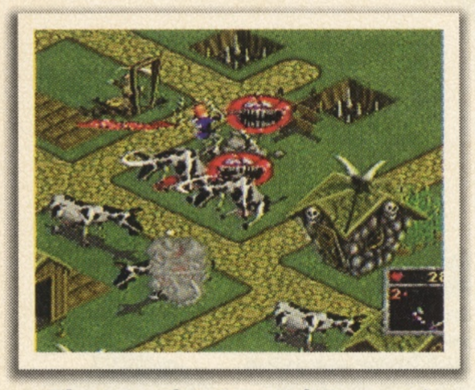
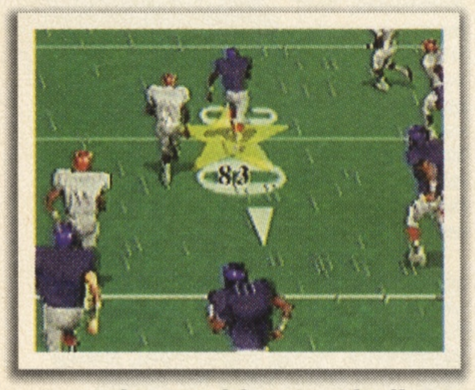
*Gex*, Crystal Dynamics

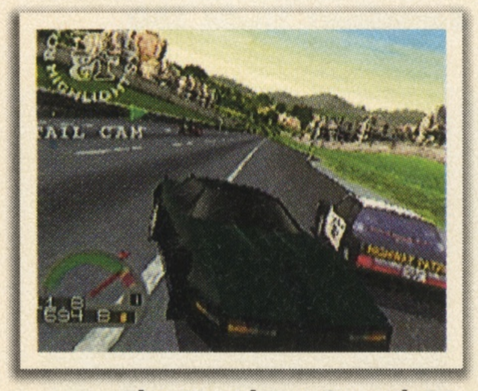


*The Horde*, Crystal Dynamics



*John Madden Football*, EA

*Killing Time*, Studio 3DO



*The Need For Speed*, EA

**The ALG GameGun is compatible with both NTSC and PAL systems, but only works with games which support it (indicated with '*'). As yet, none of these games include the software necessary for the GameGun to work with a PAL TV. Unless you have an NTSC machine and a 60Hz TV, you will not be able to use a GameGun with them.**

but there's no new gameplay elements and the difficulty level is the fiercest yet.
**issue 7, Rating: ★★★★**

**ESCAPE FROM MONSTER MANOR**
**Electronic Arts, £39.99**
Developed in an amazing four months, this early *Doom* clone has some neat tricks with translucent sprites, gorgeous texture maps and spooky sonics. The atmospherics of a haunted house are there, but gameplay is rather ghostly.
**issue 1, Rating: ★★★**

**FAMILY FEUD**
**Gametek, £39.99**
The American inspiration for *Family Fortunes*, this suffers from culturally specific questions you're unlikely to know the answers to, a lousy control interface and poor, minimally animated graphics. In the shadow of *Twisted, Station Invasion* and *Zhadnost* this is a very small thing indeed.
**issue 2, Rating: ★**

**FIFA INTERNATIONAL SOCCER**
**Electronic Arts, £44.99**
The most stylish and visually impressive soccer game ever. From the superb FMV intro, spliced with in-game action scenes hardly distinguishable from real-life, to the multitude of camera angles, slow motion controls and sound FX, *FIFA International* is a game that looks good enough to eat. A six-player mode is ideal party fun.
**issue 1, Rating: ★★★★★**

**FLASHBACK**
**US Gold, £44.99**
As with its *Another World* prequel, *Flashback*'s highly stylised, rotoscoped Amiga graphics and elegant gameplay have adapted easily to numerous formats. The 3DO version adds 256 colours, better sound and enhanced, *3D Studio* cut sequences. The excellent platforming puzzles are as absorbing as ever.
**issue 4, Rating: ★★★**

**FLYING NIGHTMARES**
**Studio 3DO, £44.99**
The first superconsole flight sim really does allow you to soar on your 3DO. The sensation of flight is impressively conveyed, especially with a Flightstick Pro joystick, while the Harrier jumpjet is fully capable of all its famous hovering stunts. The actual game revolves around a three-day campaign to liberate the island of Barcala, a task comprising over 30 different missions – most with primary and secondary targets. There's a strong sense of atmosphere and the gruelling nature of modern air combat will appeal to anyone seeking a serious challenge, although the graphics are disappointing.
**issue 5, Rating: ★★★★**

**FOES OF ALI**
**Electronic Arts, £44.99**
The best boxing sim on any superconsole in terms of depth, atmosphere, range of punches and realistic graphics – individual boxers can be recognised from their faces, which are slowly turned into bloody mush as fights progress. While demanding of newcomers to the sport, fans will find this absolutely unmissable.
**issue 8, Rating: ★★★★**

**GEX**
**BMG, £46.95**
The 3DO's Sonic or Mario with bells on, *Gex* redefines the platform genre in 32bit, postmodern guise. The central Gecko sprite (rendered with over 450 frames of Silicon Graphic animation) can cling to just about anything; use his tail as a whip and collect power-ups with a long gelatinous tongue. Five big and varied worlds provide a reasonable challenge, while non-stop quips voiced by Dana Gould make this fun even for those who thought they'd outgrown this tired genre.
**issue 3, Rating: ★★★★★**

**GRIDDERS**
**The 3DO Company, £39.99**
This challenging puzzler was designed around the 3DO chipset with its intricate puzzles rendered in full 3D. 36 torturous levels provide a big challenge that will seduce many puzzlers.
**issue 1, rating: ★★★**

**HELL**
**Gametek, £44.99**
The scenario is an inspired blend of medieval demonology and hi-tech cyberpunk, while the voices of Dennis Hopper, Grace Jones and Stephanie Seymour (who also appears in digitised form) add star appeal. The gameplay isn't so hot, revolving around too many long-winded conversations that get irksome, but great visuals and a mature, adult oriented approach provide some recompense in this provocative adventure.
**issue 5, Rating: ★★★**

**HORDE, THE**
**Crystal Dynamics, £39.99**
A brilliantly original game designed for the 3DO system, this seamlessly merges hilarious FMV, intense arcade action and thoughtful strategy into an irresistible package. In the game you play Chauncey, a young knight charged with protecting various villages against the superbly greedy Hordlings. You must speedily organise village defenses – and finances – before quarterly attacks by the loony toon-style Hordlings. Chasing after them with a huge sword is brilliant fun, while interlevel FMV is exceptionally witty with a great pay-off right at the end. It's what your 3DO was made for!
**issue 1, Rating: ★★★★★**

**ICEBREAKER**
**Panasonic, £39.99**
Graphics are hardly stunning and scrolling is less than smooth, but this stylish blast-'em-up is still good fun. 150 levels, 18 background tunes and abstract, pyramid graphics make it a unique, challenging experience.
**issue 6, Rating: ★★★★**

**IMMERCENARY**
**Electronic Arts, £44.99**
Despite an innovative visual style, this novel *Doom* variant fails to live up its promise. The control interface is poor, weapons unexciting and 3D surroundings repetitive. Persevere and the game can become addictive but, sadly, the more progress you make, the easier it becomes. With some restructuring this could have been something special – instead of a cult oddity.
**issue 4, Rating: ★★★**

**INCREDIBLE MACHINE, THE**
**Sierra, £39.99**
A compelling collection of puzzles, which although unenhanced for the 3DO, remains as much fun as it ever was on the PC. Building the eponymous machines requires manipulating a wide range of bizarre objects to wondrous effect. A superb learning curve makes play utterly addictive, and the ability to design and build your own puzzles to fox a friend makes this a highly rewarding package.
**issue 2, Rating: ★★★★**

**IRON ANGEL OF THE APOCALYPSE**
**Panasonic, £39.99**
A bizarre, Japanese *Doom* variant, this titillates with its fantastic FMV intro, only to implode with a poorly programmed, dingy exploration game. A real wasted opportunity.
**issue 2, Rating: ★★**

**JAMMIT**
**BMG, £39.99**
A lazy conversion by GTE of an ancient MegaDrive one-on-one (or two) basketball game. Despite the general ineptitude of the coding and lame animation, this still has some merits in two-player mode, with the simplistic format providing furiously competitive play. Hardly essential, but pretty good fun in short bursts.
**issue 2, Rating: ★★**

**JOHN MADDEN FOOTBALL**
**Electronic Arts, £39.99**
Inarguably the best American Football game on any format ever. EA's masterpiece merges together incredibly detailed, beautifully animated sprites, stereo sound, slick FMV and sublime gameplay. It also comes with a plethora of options allowing the complete beginner and football pro alike the perfect level of competition. Brilliant in one player mode, absolutely unmissable in two, this is an unbelievably impressive product.
**issue 1, Rating: ★★★★★**

**KILLING TIME**
**Studio 3DO, £44.99**
An inspired riff on the *Doom* genre which has you exploring a huge haunted house packed with all manner of zombies. The soundtrack is brilliant – genuinely spine tingling – while the graphics are unbelievably realistic. The framerate does suffer some slowdown, but imaginative puzzles and a far more realistic environment, allowing you to choose your own route through the house, more than makes up. Simply unmissable.
**issue 7, Rating: ★★★★★**

**KINGDOM: THE FAR REACHES**
**Interplay, £39.99**
An ancient Laserdisc title is uncermoniously resurrected for 3DO with little success. While the cartoony graphics and intriguing adventuring gameplay will please youngsters, the tendency for sudden, unfair deaths will soon turn them off.
**issue 6, Rating: ★★**

**LOST EDEN**
**Virgin, £34.99**
An imaginative, B-movie plot about dinosaurs and humans co-existing allows for some nice FMV visuals, while music is excellent. Adventuring gameplay isn't quite so hot, but not too bad for the price.
**issue 6, Rating: ★★★**

**LOST FILES OF SHERLOCK HOLMES, THE**
**Electronic Arts, £39.99**
One of the first 'multimedia' releases to appear on the PC, this now seems well past its retirement date. Tiny FMV windows interrupt rather than complement the adventuring, while the plot is distinctly linear. It'll take time to solve it all, but overall most people will wish the files had remained 'lost' on 3DO.
**issue 1, Rating: ★★**

**MAD DOG MCCREE***
**American Laser Games, £44.99**
While a big hit in the arcades, subsequent games have made the original appear rather small and linear – especially for home use. ALG have plenty of superior sequels to consider first.
**issue 3, Rating: ★★**

**MAD DOG MCCREE II: THE LOST GOLD***
**American Laser Games, £44.99**
A huge leap over the original *Mad Dog* introducing a branching structure within a considerably bigger and, for its type, more sophisticated game. The Wild West scenario allows for plenty of laughs and it's all good fun.
**issue 3, Rating ★★★**

**MAZER**
**American Laser Games, TBA**
A nice idea – *Gauntlet* with bigger, digitised sprites – but fatally flawed by appalling gameplay and miniscule levels. Depressingly poor.
**issue 6, Rating: ★**

**MEGARACE**
**Mindscape, £39.99**
Originally a heavily hyped PC CD-ROM title, this has been cleverly reworked for 3DO. Both in-game and TV-style FMV presentation is far more colourful and impressive. Sadly, actual gameplay is a lot less flashy and ultimately repetitive.
**issue 1, Rating: ★★★**

**MYST**
**Panasonic, £39.99**
A huge hit on the PC, the near photo-realistic imagery generated an alarmingly convincing alternate world of IQ-straining puzzles and an intricate storyline. The 3DO version retains all the gameplay and much of the atmosphere, but joypad control and TV-style resolution do blur some of its appeal. Still, if you're the quiet, patient type you might get swept up by this intriguing mood peice.
**issue 3, Rating: ★★★★**

**NEED FOR SPEED, THE**
**Electronic Arts, £44.99**
Superb graphics, fantastic Dolby audio, eight of the world's most exciting supercars, three absolutely huge routes to race on, an unbelievably comprehensive replay mode, jaw-droppingly spectacular crashes, a smarmy opponent, lots of speed cops and, of course, the most realistic car handling ever in a videogame. Take the time to get into it, and you'll be rewarded with one of the very best games ever.
**issue 1, Rating: ★★★★★**

**NIGHT TRAP**
**Virgin, £39.99**
Oh dear. Originally developed for the MegaCD, *Nightrap* is a sad little exploitation title that goes for the adolescent audience by offering the player the chance to view semi-clad girlies running about a besieged house. The FMV is of a high standard – much better than the acting – and presentation is slick, but it matters little when gameplay's dire.
**issue 1, Rating: ★**

**OFF-WORLD INTERCEPTOR**
**Crystal Dynamics, £39.99**
A virtuoso display of the 3DO's chipset in action with stunning 3D, texture-mapped landscapes, masses of explosions, nippy rival cars and enemy gunfire. A fast, frantic shoot-'em-up cum race game it's okay in one-player mode (lack of a save game is frustrating), fun in two.
**issue 1, rating: ★★★★**

**OPERATION JUMPGATE**
**Electronic Arts, £29.99**
A five mission expansion disc to *Shock Wave*, this offers more more dramatic (hillier) terrain and new, much tougher enemies. Presentation is, again, marvellous and the Dolby surround sound is excellent.
**issue 2, Rating: ★★★**

**PANZER GENERAL**
**Mindscape, £39.99**
This amazingly comprehensive strategy game offers you the chance to lead German forces from the 1939 blitzkrieg of Poland to an invasion of America in 1945... if you're good enough. The manual offers a very useful guide to the first scenario, allowing even beginners to get hooked, but the overall depth, scale and drab graphics make this ultimately for enthusiasts.
**issue 6, Rating: ★★★★**

**PATAANK**
**Crystal Dynamics, £39.99**
Instead of the conventional top down view of a pinball table, P.F. Magic actually place the camera behind the pinball. Stick with it and the game begins to make some sort of (weird) sense. Instead of having flippers your 'craft' has a supply of velocity which you must use to guide it around, hitting power-ups and bonuses as you go. Odd, but strangely enjoyable.
**issue 1, Rating: ★★★**

**PEBBLE BEACH GOLF**
**Panasonic, £39.99**
Although there's only one course and the controls aren't as sophisticated as US Gold's *World Cup* release, the slickly digitised graphics and user-friendly controls make this a very enjoyable experience. In Japan and America, the same game engine has been reused for *Waialae Country Club Golf* and *Wicked 18* – which really is wickedly hard!
**Rating: ★★★★**

**PGA TOUR GOLF**
**Electronic Arts, £44.99**
Turn down the detail level and a rather sluggish golf sim turns into an amazingly addictive and engrossing experience. Three courses – one more than the PlayStation version – an excellent multi-player option and a wide-range of computer players ensure massive lastability.
**issue 9, Rating: ★★★★★**

**PHOENIX 3**
**Studio 3DO, £44.99**
A stylish FMV mini-movie runs throughout the game, providing the link between ultraviolent platforming action and intense 3D space combat. Both games are very professionally executed and the overall package is highly entertaining.
**issue 7, Rating: ★★★★**

**PO'ED**
**Studio 3DO, £44.99**
25 levels of *Doom*-style action, only instead of cramped corridors the action takes place in huge, open landscapes which you can fly around using a jetpack. The graphics are beautifully alien, combat is intense and the upgrade weapons are utterly awesome. All in all one of the most original and exciting 3DO releaes for some time witha truly tough challenge.
**issue 7, Rating: ★★★★★**

**POWERS KINGDOM**
**Panasonic, £39.99**
A very Japanese RPG which boasts some impressively cinematic effects. There's a large variety of bizarre creatures, imaginative weapons and odd landscapes with plenty of good, tactical combat. Over the longer term it does become repetitive, but it's still worth a look.
**issue 1, Rating: ★★★**

**PRIMAL RAGE**
**GoldStar/Gametek, £39.99**
A very impressive conversion of an average coin-op. The control system is awkward, but beat-'em-up fans will enjoy the challenge with tons of moves, sub-games and secrets.
**issue 9, Rating: ★★★**

**PSYCHIC DETECTIVE**
**Electronic Arts, £49.99**
Imagine a noir, B-movie for late night TV revolving around a bizarre, psychic conspiracy with unexplicit, but still unsettling undertones of violence and dysfunctional sex. You play Eric Fox, the eponymous detective who can leap into other people's heads and observe what's happening from their perspective. This is a novel, highly ambitious adventure which uses 3 CDs worth of FMV in technically groundbreaking fashion. Recommended for adventurous adventurers.
**issue 7, Rating: ★★★★**

**PUZZLE BOBBLE**
**Panasonic, £29.99**
The hit Neo-Geo coin-op has been substantially enhanced for 3DO with more varied and challenging one-player modes. However, the main appeal of this colourful, *Tetris*-style game is still an unbelievably addictive two-player mode. Brilliant fun.
**issue 7, Rating: ★★★★★**

**QUARANTINE**
**Gametek £44.99**
'*Doom* in a car' is a superb concept, the FMV intro is great and even the gameplay is initially absorbing. Unfortunately, an indistinct soundtrack and dire graphics dull the promise, relegating *Quarantine* to the 'missed opportunity' category. Hopefully *Road Warrior* will improve things.
**issue 4, Rating: ★★**

**QUARTERBACK ATTACK**
**Digital Pictures, £44.99**
A first-person FMV perspective on the ultra-violent world of American football. It conveys the bone-shaking impact of the sport with some panache, but gameplay is only briefly diverting.
**issue 9, Rating: ★★**

**REAL PINBALL**
**Panasonic, £39.99**
More conventional than *Pataank*, *Real Pinball* adopts a top-down, slightly titled perspective. Sadly, indistinct graphics and a ball which moves as if it's encased in treacle ruins playability. Complete rubbish.
**issue 1, Rating: ★**

**REBEL ASSAULT**
**Electronic Arts, £44.99**
This made a big impact on PC CD-ROM with its innovative variety of FMV blasting action skillfully mixed in with Star Wars film clips. The 3DO version looks and plays exactly the same which, when you consider the system's far superior FMV capabilities, is something of a disaster. After the razor-sharp FMV of *Demolition Man* or *StarBlade*, the limited colours and frequent blockiness of the imagery just isn't on. Even fans sshould be disppointed by this pretty shoddy release.
**issue 2, Rating: ★★★**

**RETURN FIRE**
**The 3DO Company, £49.99**
A sequel to the Amiga hit *Fire Power*, this retains the basic structure but adds in superb Dolby sound, beautifully detailed 3D graphics with intelligent panning and zooming, more levels, more everything basically. Your objective is to capture your enemy's flag from heavily fortified defenses. To do this you have a stock of tanks, helicopters, jeeps and APVs, all with unique handling, weapons and abilities. One player mode is great fun – although the challenge isn't huge – but two-player mode is excellent.
**issue 2, Rating: ★★★★★**

**RETURN FIRE: MAPS OF DEATH**
**Studio 3DO, £24.99**
While there's no new graphics, masses of redesigned levels provide a considerably tougher and wittier challenge in one or two-player mode. But remember, to get this 'nice price' data disc to work you need save games from the original!
**issue 8, Rating: ★★★★★**

**RISE OF THE ROBOTS**
**Art Data Interactive, £44.99**
*Rise Of The Robots* may be no match for *Super Street Fighter 2* in respect of its combat engine (you can't even jump over your opponent!), but its visuals are truly next generation stuff – if you're shallow enough to care about such things.
**issue 1, Rating : ★★**

**ROAD RASH**
**Electronic Arts, £44.99**
Quite simply one of the best games ever, this unbelievable 3DO spectacular rebuilds the classic Mega Drive game from the ground up. FMV reward, intro and game over clips are superb with music from bands such as Therapy? and Swervedriver, but the game itself is the real star. The racing action starts fast and frantic – and then keeps accelerating. Speeding through a city centre with pedestrians, oncoming traffic, pursuing cops and five other bikes swarming about, their riders trying to punch your face in, is really rather exciting. If you've got a 3DO system, then you must have this stunning title.
**issue 1, Rating: ★★★★★**

**SAMURAI SHODOWN**
**Crystal Dynamics, £39.99**
*Samurai Showdown* is widely regarded as the best beat-'em-up available on the saturated Neo Geo market. Huge, colourful, brilliantly animated sprites, richly detailed backdrops and twelve very different characters to choose from make the game an immensely rewarding experience. It may not be quite as fast as *SSFIIX*, nor quite so sophisticated, but its bold characters, superbly varied backdrops and imaginative use of weapons put it just beneath its better known peer and a sure-fire hit for beat-'em-up addicts.
**issue 1, Rating: ★★★★★**

**SCRAMBLE COBRA**
**Panasonic, £39.95**
Ten missions pit a single helicopter gunship against tanks, jets and even aircraft carriers. Graphics are subtle and effective, while gameplay is fun albeit overly easy on the lowest skill setting. It lacks the variety and challenge of *Shock Wave*, but is more tactically minded and has a neat surprise ending.
**issue 6, Rating: ★★★★**

**SEWER SHARK**
**Virgin, £39.99**
With *Blade Runner*'s FX whiz John Dykstra responsible for directing it, this is perhaps Digital Pictures' slickest FMV effort yet. Gameplay is obviously quite limited, but the shoot-'em-up action is at least fast and quite demanding. Fun for a while, but success rests on memorising ultimately repetitive enemy attacks and route junctions.
**issue 1, Rating: ★★**

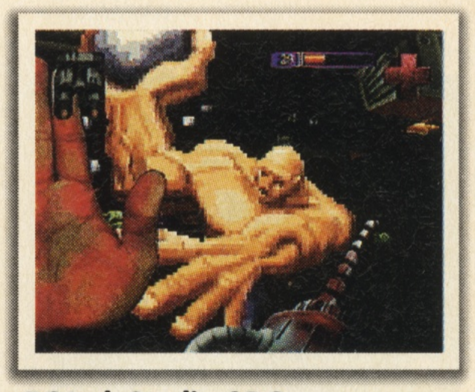
**SHANGHAI TRIPLE THREAT**
**Activision, £39.99**
Activision have enjoyed considerable success with their previous console *Shanghai* titles, due both to the ingenious, simplicity of play itself (match tiles as quickly as possible to clear the table) and the delightful bonus of simultaneous two-player games to up the ante. The lack of enhancements on 3DO is forgivable, given the difficulty of tampering with classic game formats, and the game variations make this a good package that will satisfy most puzzlers whlst confusing everyone else.
**issue 2, Rating: ★★★**

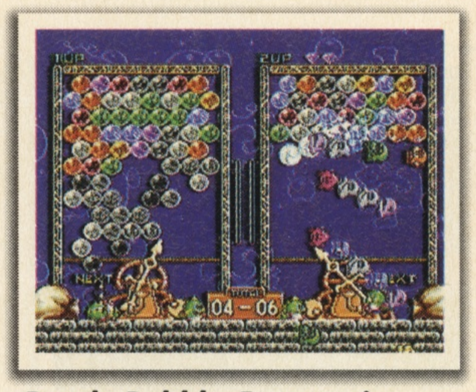
**SHOCK WAVE**
**Electronic Arts, £39.99**
This features some of the most impressive presentation around with a superbly realised *War of the Worlds* scenario. As you progress through the game's ten missions, the FMV footage carries the plot on with truly cinematic panche. In-game 3D graphics are great too, with plenty of speed, variety and slick texture maps while sound is in Dolby. The only drawback is that the sheer size of the levels can make dying a very frustrating experience. Still, if you've the determination this has plenty to reward you. And when you complete it, the *Operation JumpGate* mission disk is even tougher.
**issue 1, Rating: ★★★**

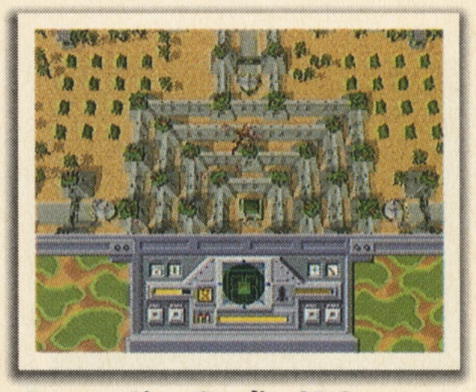
**SHOCK WAVE II: BEYOND THE JUMPGATE**
**Electronic Arts, £44.99**
State-of-the-art presentation rivals a movie for visual style and story, but is so skilfully interwoven into gameplay even FMV critics can't complain. Gameplay isn't that big an advance over the original, but a more varied challenge and the hook of uncovering the final plot twist is hard to resist.
**issue 8, Rating: ★★★★**

**SLAM 'N JAM '95**
**Electronic Arts £49.99**
Watch open-mouthed as distinctly individual players leap, shoot and slam dunk before you in a bravura display of programming muscle and graphic artistry. Incredibly, gameplay is equally impressive making this a supremely addictive experience in one or two player mode. Realistic beyond belief – with a non-stop narration from CNN's Van Earl Wright amd plenty of play options and stats – this joins *Striker* and *John Madden* in the elite of sports simulations. The sort of mega-game that offers undeniable cross over appeal even to non-fans of the sport.
**issue 4, Rating: ★★★★★**

**SLAYER**
**SSI/Lion Entertainment, £39.99**
Well known on the PC for their *Ravenloft* series, SSI looks set to make a respectable name for themselves on the 3DO system too. *Slayer* uses a slick *Doom*-style first person perspective for a more arcade feel than most RPGs, but there's still plenty of potions, puzzles and so forth to keep the tactically minded occupied.
**issue 1, Rating: ★★★★**


***PO'ed*, Studio 3DO**


***Puzzle Bobble*, Panasonic**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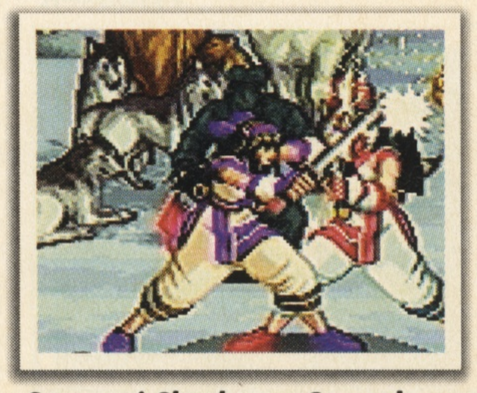
***Road Rash*, EA**


***Samurai Shodown*, Crystal Dynamics**

***Slam 'n' Jam '95*, Crystal Dynamics**

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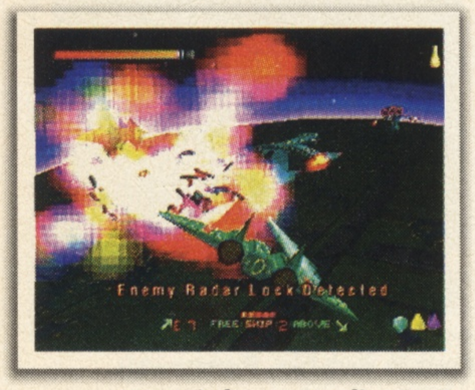
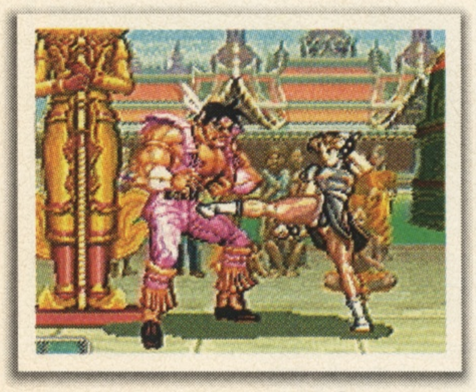
*Space Hulk*, EA

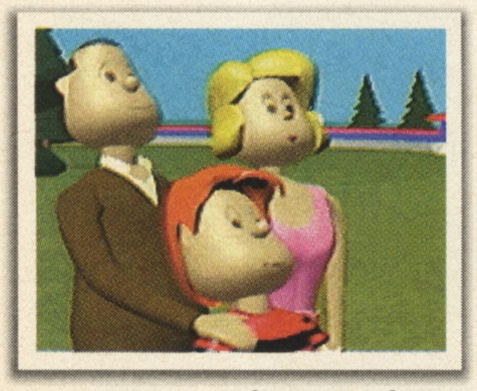



*StarFighter*, Studio 3DO

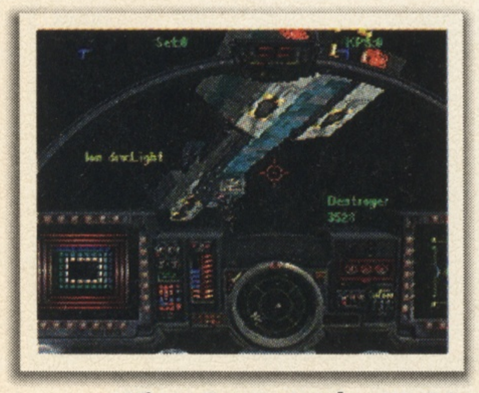
*Striker*, Panasonic



*Super Street Fighetr II X*, Panasonic



*Theme Park*, EA



*Wing Commander III*, EA

**SOCCER KID**
**Krisalis, £39.99**
Although only marginally improved over its Amiga parent, this is still worth a look since the original was so good. The eponymous hero not only runs and jumps with the best of his peers, but can also use his ball as a springboard to reach otherwise inaccessible places, collect power-ups and even cannon opponents. It takes times to master all these skills, but it's well worth it with plenty of world locations to explore. Great fun.
**issue 1, Rating: ★★★**

**SPACE HULK**
**Electronic Arts, £44.99**
This takes an absolutely stunning, *Doom*-style perspective and combines it with an in-depth tactical combat sim and a superb, Warhammer 40,000 scenario. The atmosphere is incredibly involving, putting Aliens to shame for sheer terror, while action is both incredibly frantic and tactically demanding. Simply superb and quite unmissable. (For full play guide, see issues eight and nine)
**issue 5, Rating: ★★★★★**

**STARBLADE**
**Panasonic, £49.99**
This stylish shoot-'em-up was a huge hit in the arcades: stunning FMV backdrops are cleverly integrated with realtime generated polygons to superb effect. As well as the original arcade style graphics, the 3DO version even offers an enhanced mode which features stunning texture maps, creating a fabulous package. A spectacular experience, especially on a huge TV.
**issue 2, Rating: ★★★★**

**STAR CONTROL II**
**Crystal Dynamics, £39.99**
*Star Control* was originally released in the ascetic days of 8-bit games and its conversion to the 3DO does little to enhance the geriatric look. Sprites are blobby and backdrops unremarkable, with only new alien graphics and sampled speech hinting at 32bit potential. Still, the underlying structure of a huge, open-ended strategy cum exploration cum arcade game is as intriguing as ever. The two-player blast-'em-up mode is good fun too, making this dated title well worth investigating.
**issue 1, Rating: ★★★★**

**STAR FIGHTER**
**Studio 3DO, £44.99**
An utterly awesome 3D blast-'em-up cum futuristic combat sim. There are some 60 missions in all, a huge range of firepower including everything from homing missiles to a whip laser, a massive array of enemies including huge spacestations, aircraft carriers and space cruisers, plus wing men for multi-aircraft attacks. All this, in an amazing 3D environment where you can zoom from skimming over the waves right up to the stratosphere. One of the best games yet seen on the 3DO console.
**issue 7, Rating: ★★★★★**

**STATION INVASION**
**The 3DO Company, TBA**
Expanding on the successful style developed in the brilliant *Twisted*, Studio 3DO have created a completely wacky FMV extravaganza, with a TV station over run by kids providing the infrastructure on which several enjoyable puzzle and quiz games are hung. An edutainment product for younger players, this is brilliantly executed, with amusing spoof soaps and TV shows offered as reward for winning points. Packaged with consumate skill, this is huge fun.
**issue 2, Rating: ★★★**

**STRIKER – WORLD CUP SPECIAL**
**Panasonic, £39.99**
When EA's *FIFA International Soccer* was released in late '94 few thought it would be surpassed until M2 arrived. Yet while *Striker*'s FMV presentation isn't up to EA standards, in-game the tables are reversed with more controllable sprites, faster action and some of the most dazzling animation ever seen. If you can do without the six-player option and all those camera angles, this offers an exceptionally competitive game. The bonus of an indoor arena for truly frenetic, referee free action adds immeasurably to an already marvellous package.
**issue 3, Rating: ★★★★★**

**SUPER STREET FIGHTER II X**
**Panasonic, £60**
Capcom's *Street Fighter 2* sold more Super Nintendos than any other game. A sophisticated combat engine allowed for more moves, counter-moves and even counter-counter moves than had previously been imagined. Its depth is unrivalled in this genre – we've been playing various versions in the office for years and the arcade perfect 3DO version is by far the best yet. Despite a variety of imitations, this is by far and away the very best combat game available on the 3DO, providing more than enough entertainment for anyone.
**issue 1, Rating: ★★★★★**

**SUPER WING COMMANDER**
**Electronic Arts, £39.99**
Origin totally rewrote the PC original for this stunning 3DO debut. Besides superbly drawn static screens and great FMV, in-game graphics have been marvellously spruced up. With a strong overall narrative, changing according to mission performance, this is an exceptionally engrossing experience. The only drawback is that the sophisticated 3D combat system and intense missions make few concessions for beginners, but perseverance is recommended.
**issue 1, Rating: ★★★★**

**SUPREME WARRIOR**
**Acclaim £44.99**
Determined to build on the limited success of their FMV dominated titles *Sewer Shark* and *Night Trap*, Digital Pictures here take on the beat-'em-up genre. Using an ambitious first-person perspective, it asks you to thwack a host of well-acted fighters into submission across numerous, lavishly dressed Chinese sets. The production values are excellent and the skillful editing of short sequences into seamless, lengthy fights is tremendously impressive, but it all goes terribly wrong due to ineffectual moves and very sluggish controls which sabotage this bold project.
**issue 4, Rating: ★★**

**SYNDICATE**
**Electronic Arts, £49.99**
A seductive blend of ultra violence, brooding visuals and genuinely absorbing game design, this Amiga classic has been a hit on almost every format. An utterly engrossing strategy/arcade game, it has you raising taxes and funding weapons R&D between arcade combat missions set in isometric 3D cities. Superbly varied missions involve assassinating crime lords, abducting political prisoners and much more as you pursue world domination. While most console versions had the violence toned down, the 3DO version fully retains the dark glory of the original, with blood spilling copiously. This also means no new missions or significantly improved graphics, but mission disks are promised. Great action, fiendish missions and *Blade Runner*-inspired surroundings make this a genuine classic of software history that's well worth investigating.
**issue 4, Rating: ★★★★**

**THEME PARK**
**Electronic Arts, £34.99**
Bullfrog's brilliantly addictive sim is set within the crazy world of Disney and Alton Towers. The player has complete control over a mass of variables, all intricately and intelligently linked – put an ice cream vendor too close to a ride, for example, and you'll have kids throwing up everywhere. A compulsive game, this will appeal to 3DO system players who want a little more than just fast, photon spitting sprites from their games. Be warned, it requires plenty of save memory though!
**issue 1, Rating: ★★★★★**

**TOTAL ECLIPSE**
**Crystal Dynamics, £39.99**
One of the first games to really show off the 3DO chipset, this demanding 3D blast-'em-up features a great rock soundtrack, masses of action and absolutely gorgeous texture mapped landscapes. It's an incredibly intense experience, but the lack of a save game on a huge, 20 level blaster can be irksome. Check out our play guide in **3DO Magazine Gold**.
**issue 1, Rating: ★★★★**

**TRIP 'D**
**Panasonic, £39.99**
While poor in conventional, *Tetris* mode this semi-clone is good fun in splitscreen, competitive mode against either the computer or (especially) another player. There's plenty of special features which allow you sabotage your opponent, and this certainly adds to a fun package.
**issue 6, Rating: ★★★**

**TWISTED**
**Electronic Arts, £39.99**
One of the most innovative and intriguing 3DO games yet, *Twisted* uses the system's FMV capabilities to produce the world's first true multimedia gameshow. The basic objective is for you, and up to three friends, to get to the top of a spiralling stair case, tackling mental puzzles and general knowledge tests put in your way. EA have included various difficulty settings so that both the adult and the child can be catered for simultaneously. It's a thoroughly polished product that demonstrates the potential of the 3DO for truly ground breaking titles. Bizarre, innovative and good fun. Check out *Zhadnost: The People's Party* if the type appeals.
**issue 1, Rating: ★★★★**

**VIRTUOSO**
**Elite, £44.99**
Originally designed as a vehicle for a digitised rock star, Elite ultimately failed to land a celebrity – or even any decent gameplay, come to that. The various levels have some neat ideas – snowmen being particularly cute villains – but it's all far too slow and desperately unexciting. Just about the worst *Doom* variant around and a terrible 3DO debut for Elite, who have much better things in the pipeline.
**issue 2, Rating: ★**

**VR STALKER**
**BMG, £39.99**
This sits awkwardly between *Shock Wave* and *Flying Nightmares*, lacking the stunning arcade visuals of the former, while falling equally short on the realism stakes compared to the latter. On the positive side there's plenty of fast, frantic action and varied missions to keep you occupied.
**issue 5, Rating: ★★**

**WAY OF THE WARRIOR**
**Interplay, £39.99**
Whilst the extravagant, boldly digitised characters inspire excitement, play reveals a relatively weak *Mortal Kombat* clone. A hard rock soundtrack blasts along with the action, and some of the backdrop designs are quite extraordinary, but close quarter combat is very difficult to master. Flawed fun, this has provoked heated debate amongst the 3DO fraternity. We stand by our review, but many rave over this noisy beat-'em-up so genre fans should check it out for themselves.
**issue 1, Rating: ★★★**

**WING COMMANDER III**
**Electronic Arts £44.99**
The *Wing Commander* series has long been a flag-bearer for the power of PC CD-ROM gaming and its arrival on 3DO is a major event. Unlike lesser companies, Origin have totally reworked the game with excellent texture maps (16bit colour as opposed to 8bit) and CD Dolby Surround Sound rather than mono Soundblaster audio – not to mention ultra fast-loading, superb FMV and an impressively faster fps rate. Taking up no less than four CDs, this is a truly epic game with plenty of sophisticated 3D combat to master alongside the star-studded story-line featuring Mark Hamill and Malcolm MacDowell.
**issue 4, Rating: ★★★★★**

**WOLFENSTEIN**
**Interplay, £39.99**
While this *Doom* prequel now looks dated, the sheer speed and ferocity of the action provides some recompense. Gameplay is simplistic, but compulsive and includes the PC mission disk levels to double up the challenge and bashing Hitler and his chums is still good fun.
**issue 7, Rating: ★★★**

**WORLD CUP GOLF**
**US Gold, £39.99**
The digitised graphics are drab, the controls are sluggish and the much vaunted FMV clips of your tee-offs don't really work. That there's just one course doesn't help matters either, but the degree of control available over the ball is impressive, as are the enormous array of play options and tournament styles. Unlikely to seduce novices, but offering a level of realism attractive to pros.
**issue 1, Rating: ★★★★**

**ZHADNOST: THE PEOPLE'S PARTY**
**Studio 3DO, £34.99**
A quiz game for 2-4 players, both your mates and the family will enjoy this with its imaginative mix of wacky FMV and bizarre puzzles. The prequel, *Twisted*, has a more fun atmosphere, but this is cheaper and its puzzles have two-players competing simultaneously. The presentation is up to Studio 3DO's usual high standards and at the price, good value if you can get a party around your 3DO. □
**issue 5, Rating: ★★★**

**3DO Magazine**

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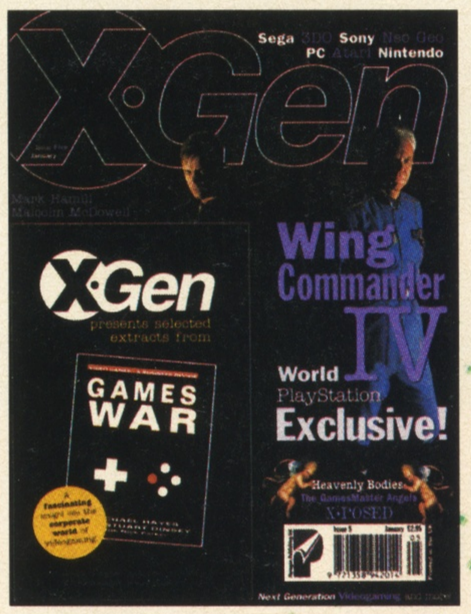

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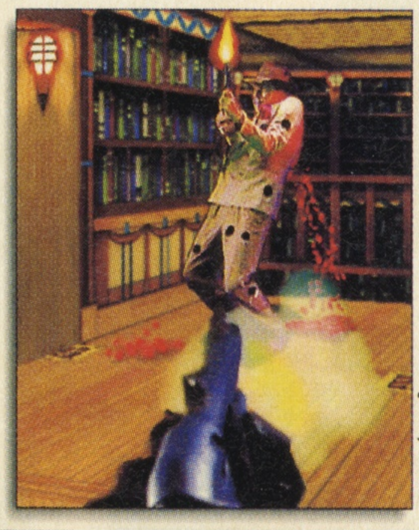

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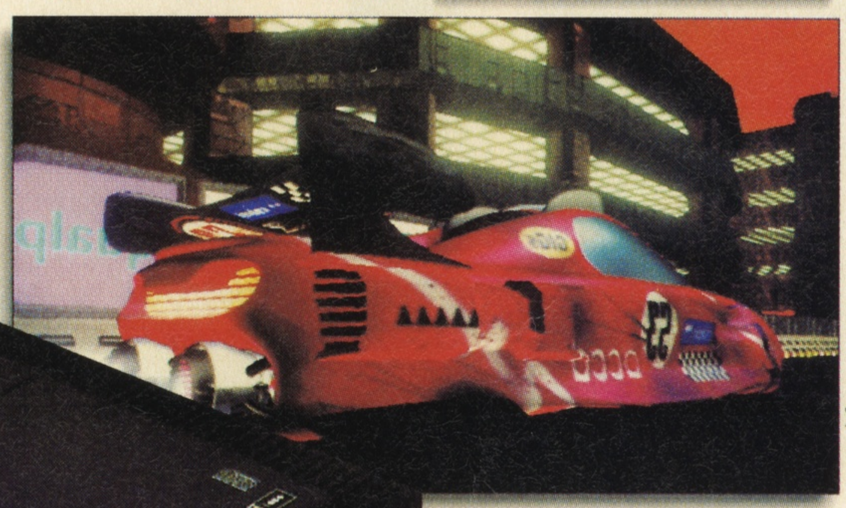

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# Coming Soon

**There's something for everyone with these upcoming 32bit titles *and* M2 games...**

## ACCLAIM

**Maximum Surge**
A post-apocalypse, FMV shoot-'em-up starring (hurrah!) Yasmin Bleeth of Baywatch fame. [Soon]

**Slam City With Scottie Pippin**
Another interactive movie produced in conjunction with Digital Pictures, this one has a basketball theme. [Soon]

## AMERICAN LASER GAMES

**Fast Draw Showdown**
None of this silly scenario stuff, just straightforward fast draw action with speed and accuracy being essential. [November]

**Last Bounty Hunter, The**
Apparently ALG's biggest production yet this has you as the eponymous hero pursuing Nasty Dan, Handsome Harry and The Cactus Kid. For the first time, the difficulty and order of gameplay will vary according to your shooting skills. [Imminent]

**Madison High**
ALG's first title to be released for their new 'Her Interactive' division. [TBA]

**McKenzie & Co**
Yet more rapid-fire action. [Soon]

**OrbAtak**
An original, non-FMV game developed for the arcades using 3DO I technology. A home port should, therefore, be arcade perfect! [Early '96]

**Shootout At Old Tucson**
Speaks for itself really! [Soon]

## ART DATA INTERACTIVE

**Chess Wars**
A *Battle Chess* for the 32-bit generation, this grafts live-action footage onto an advanced chess engine. Scripted by Paul Cooper, the winner of three Emmys, and costing so far half a million dollars to produce, this should be fun. [TBA]

**Doom II: Hell On Earth**
Work has already begun on this much anticipated sequel. [TBA]

## BMG

**Loadstar**
A stunning looking FMV blaster using similar technology to *Novastorm*. [Soon.]

**Cadillacs & Dinosaurs**
A conversion of the hit, cartoon-styled coin-op set in 600 years in the future. [Soon.]

**Wingnut**
A bizarre, humorous WWI airborne romp which includes such oddities as flying cows! [TBA]

## ELECTRONIC ARTS

**Virtual Stadium: Professional Baseball**
*FIFA*'s Virtual Stadium technology is adapted for America's favourite sport. [TBA]

**NHL '96**
The hugely popular 16bit ice hockey sim is spectacularly converted to the 3DO system. Using the same Virtual Stadium technology as *FIFA*, it's likely to be completely awesome. [April]

**Prowler**
100 years in the future the Terran Robotic Infantry is locked in combat with hi-tech invaders. Huge fighting vehicles, stunning texture-mapped 3D and complex missions make this another prospective mega-game from *WCIII* developers, Origin. [TBA]

**Shredfest**
Developed by *Road Rash*'s Monkey Doo team, this will be awesome. Besides three types of speed races, there are three trick events and two bonus games. [TBA]

**Wing Commander IV**
Mark Hamill and the rest of the crew return for an even more extravagant installment of the epic space opera. [Autumn]

## ELITE

**OnSide**
A comprehensive footie sim including a running commentary and management sim. [Imminent]

## GOLDSTAR

**Firewall**
A cyberpunk, cyberspace arcade game which pits you against an AI core. Action sequences include a 3D flight-combat sequence over China. [TBA]

**Fire Wolves**
Yet another mystery project. What is it about GoldStar and fire? [TBA]

## INFOGRAMES

**Alone In The Dark 3**
The final installment. This time set in the Wild West (in a ghost town no less). [1996]

## INTERPLAY

**Caesar's World Of Gambling**
The casino not the emperor plays host to games of chance. [November]

**Casper**
An action-strategy game based upon the Spielberg produced film of the classic cartoon. [Imminent]

**Waterworld**
The world's most expensive movie, starring Kevin Costner, is turned into a videogame. [TBA]

## JVC

**Deadly Skies**
An *Afterburner*-style shoot-'em-up. [Winter]

**Varuna's Forces**
Sci-fi action game which has you piloting a dropship through turbulent planetary atmospheres, then leading a squad of soldiers in tactical *Doom*-style action. [Winter]

## PANASONIC

**BIOS Fear**
An ecologically minded strategy game with the player in charge of preserving Earth's last resources. [Soon]

**C-Runner**
An ambitious road racer with a variety of cars and tracks on offer. [Soon]

**Cyberdillo**
A wacky send-up of the *Doom* craze with a cybernetic armadillo armed with a plunger as the hero! [Soon]

**Fun 'n' Games**
An odd-ball compilation of classics, allegedly. [Soon]

**Isis**
A puzzle-packed, *Myst*-style adventure only with more animation. [Soon]

**Mortal Kombat III**
*MKII*'s hugely popular mix of gore, digi-

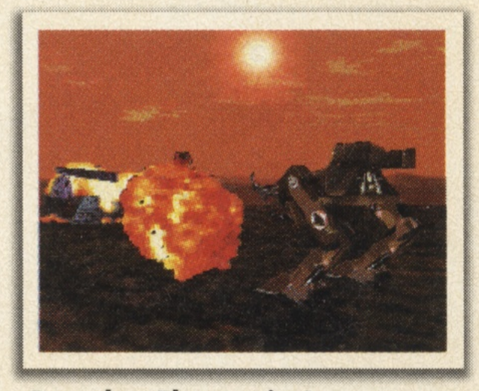
continued over >

*Madison High*, ALG

*The Last Bounty Hunter*, ALG

*LoadStar*, BMG

*Wingnut*, BMG


*Prowler*, Electronic Arts

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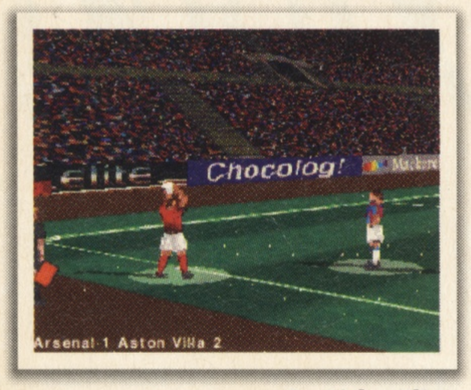
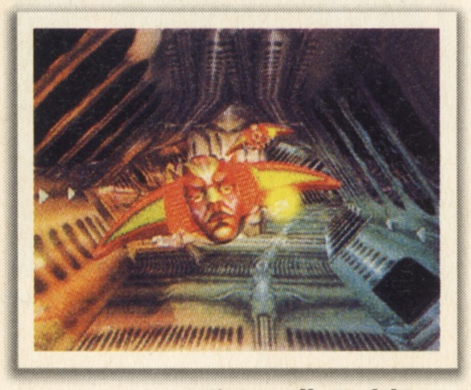



*OnSide*, Elite



*Firewall*, GoldStar

tised graphics and sophisticated combat moves is uprated with a total of 14 characters, animal transformations and even more moves. [Early '96]

**Sword & Sorcery: Curse of Junin**
A huge Japanese RPG currently being translated into English. [Spring]

**Tetsujin II**
An extravagent multimedia package which stylishly merges various games in an all-action sci-fi scenario. [Spring]

**The Tower**
An intriguing sim-style game with the running of a skyscraper being the principal objective. [TBA]

## PONY CANYON

**F1GP**
An officially endorsed, Japanese F1 racing sim. [TBA]

## RUNANDGUN!, INC

**Duellin' Fireman**
A spectacular looking 50:50 mix of arcade action and interactive movie, it's described as an action adventure comedy with plenty of energy and set in weird, mutated environment. Should be good fun. [Soon]

## STUDIO 3DO

**3DO Baseball**
Undaunted by EA's imminent Virtual Stadium release 3DO are hard at work with their own sim. [TBA]

**3DO Decathlon**
Up to eight players can compete simultaneously, while real-time 3D athletes are animated using motion capture. The events are 100m Dash, Long Jump, Shot Put, High Jump, 400m Run, Discus, 110m Hurdles, Pole Vault, Javelin and 1500m Run. [Early '96]

## UNIVERSAL STUDIOS

**Disrupter 7**
Mark Cerny, of *Sonic 2* and *Way Of The Warrior* fame, heads up this much anticipated mega-game. A sci-fi riff on *Doom*, it features incredible graphics moving amazingly fast. 3DO themselves rate this very, very highly and expect it to be a 'killer app'. [Early '96]

## US GOLD

**Olympic Basketball**
America's Dream Team is likely to be pick of the bunch in this eagerly anticipated title. [Early '96]

**Olympic Soccer**
Silicon Dreams believes they can beat *FIFA Soccer* and their game engine is already very slick. [Early '96]

**Olympic Games: Track & Field I & II**
Such is the importance – and cost! – of the Olympics licence there will be two multi-game sports releases. Once again, early reports are encouraging with a 3D fencing game earning raves from those who've seen it. [Early '96]

## VIRGIN

**Creature Shock**
An imaginatively varied, science fiction themed FMV blast-'em-up with alternating tunnel and shoot-'em-up sequences. [Imminent]

**Heart Of Darkness**
*Another World* for the 32-bit, 3DO dominated next generation, first impressions suggest a stunning looking game. [1996]

**11th Hour**
The sequel to the million selling CD-ROM extravaganza, *7th Guest*. Release (on the PC) has been put back several times now which suggests that Virgin want it to be something rather special when it's released later this year. A CD-streamed adventure with a horrific bent. *11th Hour* will have either a 15 or 18 certificate upon release. [TBA] □ **ssw**

**3DO Magazine**

# M2

## AMERICAN LASER GAMES

**Shining Sword**
A fantasy-themed project with an RPG element. Best of all, it's said to be in full 3D.

**'Unknown Title'**
ALG have gone on record to say they have another M2 game in development.

## CRYSTAL DYNAMICS

**Race Game**
Despite falling out with 3DO in early '95, Crystal are now widely believed to be back on board with this much anticipated M2 project.

## ELECTRONIC ARTS

**John Madden '96**
Unconfirmed as yet, but regarded as almost certain, a sequel to the sports classic.

**Road Rash**
Work is rumoured to be well under way on this eagerly anticipated mega-game.

## INTERPLAY

**Descent**
*Doom* with a spaceship rather than a shotgun armed psycho. It's likely to be significantly enhanced over the PC game.

**Clayfighter III**
Likely to be one of the first M2 releases, this should take beat-'em-up claymation action to new heights.

**Iron Blood.**
This is an intriguing project by Take 2, the development team behind *Hell: A Cyberpunk Adventure*.

**VR Sports**
This isn't a game but a new Interplay brand-name for a series of sports sims which will be appearing on M2. Games so far announced include *American Football, Baseball, Golf* and *Soccer*.

## KONAMI

The alliance with MEI over M2 coin-ops should ensure some awesome conversions to the home console.

## SPECTRUM HOLOBYTE

**Top Gun**
A flight-sim for the 64bit generation. After lead development on PC, this is due for conversion to Nintendo64 and M2.

## STUDIO 3DO

**M2 Racing**
A Formula One racer developed from the M2 racing demo.

**Dungeon Game**
*Doom*-type arcade-adventure

**BattleSport 2**
Cyclone are known to be very keen to do an M2 version of their 3DO I mega-hit.

**Return Fire 2**
The two-player arcade-strategy game was such a huge hit, this is likely to be one of the first M2 games to apper.

**Starfighter 64**
An M2 version of the superb futuristic flight sim is under consideration, although it could dropped in favour of a *Deathrace 2000*-style blast-'em-up race game.

## SSI

While no project have been confirmed as yet, the company president recently went on record to claim M2 'blew away' all competition. Currently under consideration are *DeathKeep 2, Star General* (the *Panazer General* sequel) and *Necrodome* (a PC racing blast-'em-up.)

## UNIVERSAL STUDIOS

**Disrupter 7**
Although still unfinished, the 3DO I version is regarded as so awesome an M2 sequel is regarded as virtually inevitable.

## WARP

**D2**
This is already being advertised in Japan and will use M2's MPEG chip for razor-sharp, pre-rendered graphics in a supremely atmospheric adventure.

## WILLIAMS

The *Mortal Kombat III* deal with Panasonic is known to be just part of a broader agreement for other coin-op conversions and possibly original titles. Texture-mapped, digitised, motion-captured totally 3D mega beat-'em-up *War Gods* currently heads the list of possible candidates for M2. It's also rumoured Williams may adopt M2 for their arcade hardware.

**Coming Soon In**
**3DO•11**

On the 30th of May expect another utterly amazing issue, jam-packed with the latest M2 news, a full ECTS report, plenty of reviews (including the world's best baseball sim) and tons of playing tips – including comprehensive tips for Studio 3DO's epic space opera: *Starfighter...*

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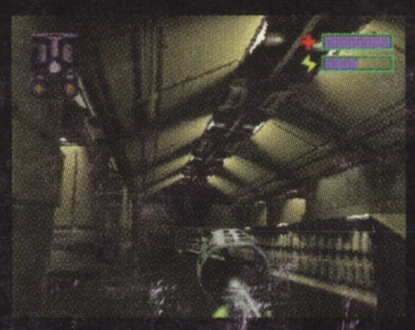

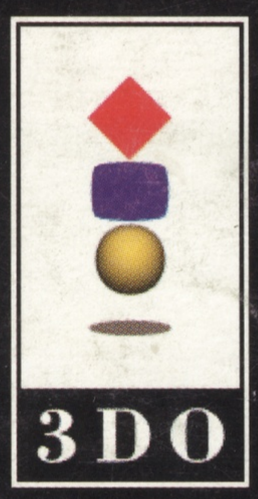


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